TAKE YOUR GAME FURTHER BRADYGAMES unatea OFFICIAL STRATEGY GUIDE Find Every
Dream Stone
and Momett
Doll Bell! For the PlayStation® 2 Computer **Entertainment** by Tim Bogenn System **EVERYONE** This game has received the namco® following rating from the ESRB:



Dream A Little Dream...

Klonoa awakes in a dream world of magical wonders and delights. Something's odd in the enchanted land of Lunatea though—and it's up to our hero to find out what. He'll need resources and luck to find the answers. We'll grant the knowledge, you supply the luck. Inside you'll discover:



Hidden Levels



Dream Stone Locations





Special Creature Abilities



Expert Boss Strategy





Secret Extras

KLONDA 2 HB

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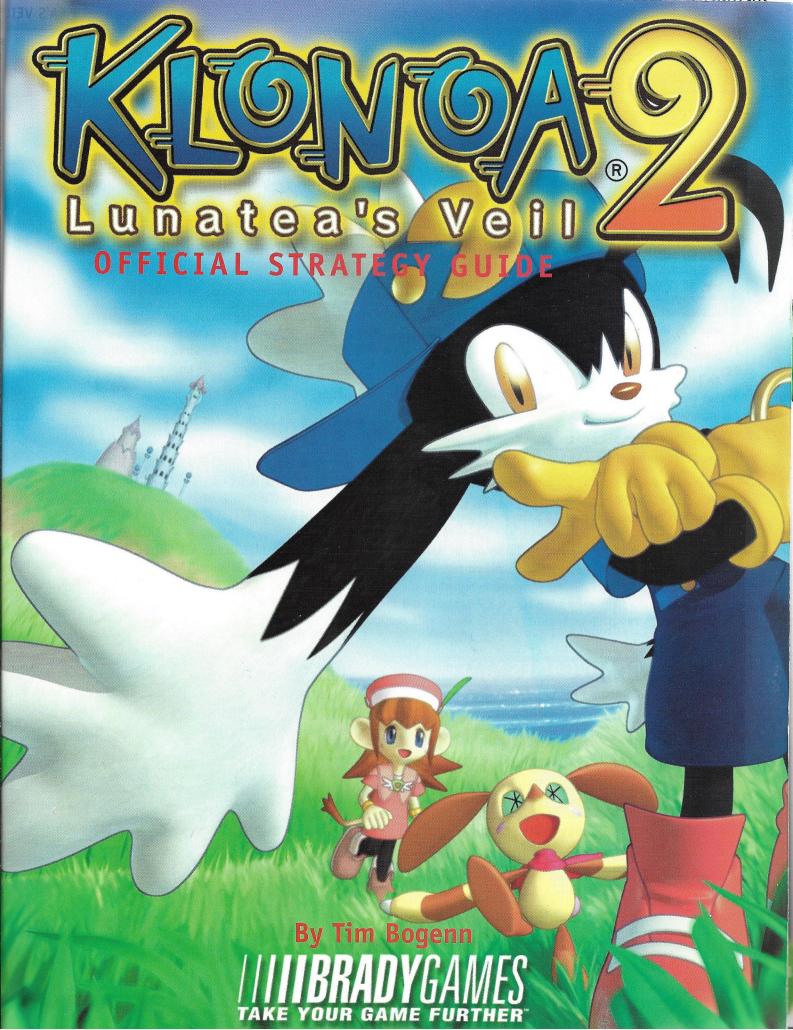
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Contents

CHAPTER 1: GAME BASICS

TIM BOGENN

I received so much enjoyment out of playing Klonoa 2 Lunatea's Veil. It all started with the Japanese version that I played through before receiving the US version. If you're interested, nothing changed except the text and I say, "Thank Baguji the Wise for that!" Why mess with perfection? The music is awesome (except one track that drove me nuts) and doesn't add to the frustration during the trying times.

The voices for the characters were also very special and I'm so glad they left them in there. My 2-year-old son still runs around the house and repeats Klonoa's last words in "Klonoan" as he lies down on the floor to play dead. So he was happy to see they didn't change Klonoa's voice too.

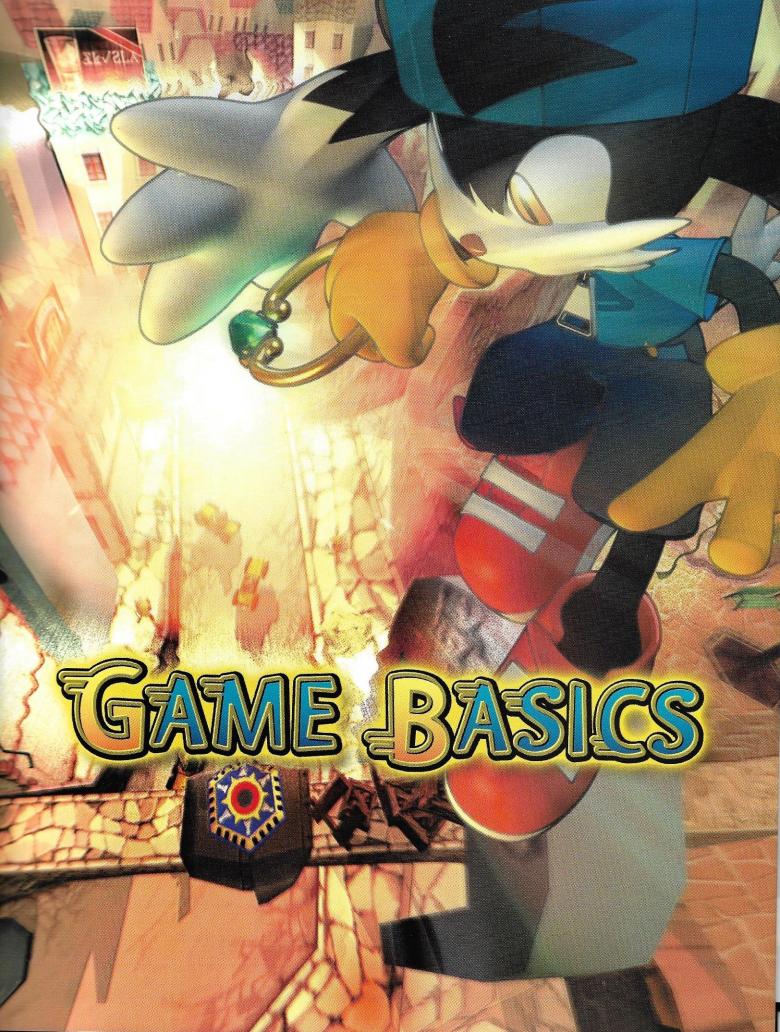
I would like to thank Namco for such an enjoyable game. Thanks goes to everyone at BradyGAMES that worked so hard on this title especially Christian Sumner and Kurt Owens for the bang up job on the design and to Leigh Davis for handing me this project. Thank you Jennifer, Ashlee, Michael, Brianna and Nicholas for your love and support and for pardoning me from the habitual program to find more than enough Dream Stones. Good Morning!

BRADYGAMES

BradyGAMES would like to thank the following individuals from Namco for their assistance in creating this awesome game and guide: Mike Fischer, Noriko Wada, Brian Schorr, Jesse Mejia, James Guirao and Ryan Chennault.

We'd especially like to thank Stacey Sujishi for her involvement on this project. Her guidance and effort helped make this guide what it is.

Introducton	5
Game Basics	5
Controls	5
Options Menus	б
Gameplay Tips	9
Who's Who	0
Characters	0
Enemies	1
Bosses, Items and Elements	3
CHAPTER 2: WALKTHROUGH	-
Vision 1: Sea of Tears	
Vision 2: La-Lakoosha	
Boss Battle 1: Folgaran the Armor Beast2	
Vision 3: Joilant Fun Park	
Vision 4: Jungle Slider	
Boss Battle 2: Leptio the Flower Clown3	
Vision 5: Underground Factory	
Vision 6: Volk City4	
Boss Battle 3: Mobile Tank Biskarsh5	
Vision 7: Volkan Inferno5	
Vision 8: Ishras Ark5	
Vision 9: Mts. of Mira-Mira6	
Vision 10: Maze of Memories6	
Boss Battle 4: Polonte the Hatchling 7	
Vision 11: Noxious La-Lakoosha	9
Vision 12: Dark Sea of Tears8	4
Vision 13: Empty Seas of Tears	
Boss Battle 5: Cursed Leorina	
Vision 14: The Ark Revisited9	
Vision 15: Kingdom of Sorrow10	
Vision 16: The Forgotten Path10	8
Boss Battle 6: King of Sorrow11	2
CHAPTER 3: SECRETS11	5
Vision 17: Chamber o'Fun11	6
Vision 18: Chamber o'Horrors	0
Popka Jump	6
What Unlocks What?12	6
Chamber o'Fun12	7
Chamber o'Horrors12	7
World Map	8





Klonoa, our long-eared pal, has stumbled onto yet another mystical adventure. The enchanted realm of Lunatea has been threatened by the secret of a dark, forgotten Kingdom. Join Klonoa in this adventurous quest and unveil the mysteries of this magical world. Experience the incredible combination of

a 3D environment with the control system of a 2D action platform game. Explore 24 captivating stages. Brand new features include Hover Board riding, perceptual changes, and treacherous foes.

About This Guide

Instead of boring you with a mind-numbing step-by-step, Dream Stone-for-Dream Stone instructional guide, we decided to give you the benefit of the doubt that you could find Dream Stones, 1 UP Coins, Hearts and Memory Clocks that are right out in the open. What you'll find in this guide are detailed strategies to help you uncover the difficult areas in the Visions and execute the maneuvers to get what you need. Doing it this way allowed us to pack in much more detail for those challenging areas.

The two core objectives to accomplish in each Vision are to find six Momett Doll Bells and to collect 150 Dream Stones. The good news is that on the in-game display there is a counter that counts the amount of Dream Stones that you've collected. The bad news is that this counter carries over from previous Visions. This is done this way, because for every 100

Dream Stones collected, an Extra Life is earned. Besides, no one wants to lose items once they've collected them.

We have included the amounts of Dream Stones that should be collected in the particular areas that we cover in the Vision, but you'll have to do the math after you've completed a puzzle to determine if you correctly executed the puzzle and received all the Dream Stones you were supposed to find.

Nevertheless, at the end of the Vision you can enter the Status Screen from the World Map and view your overall Dream Stone totals from each Vision, and if you collected a Momett Doll from each Vision.

Enjoy.

Controls

Klonoa's control system is very simple and that's the common denominator in all the truly great games. Sticking with the tradition of great platforming games, Klonoa moves forward, backward, moves left and right, and jumps and shoots. What more do you need? Well, maybe a "don't die" button.

There's a Type A and Type B setting that you can choose from when you start a new game and enter the Options Menu. The control assignment is completely opposite from A to B. Below is the in-game A setting.

IN GAME C	ONTROLS
Button/Control	Effect
L2 Button	Taunt or 360 turn in air/Hover Board Trick
L1 Button	Taunt or 360 turn in air/Hover Board Trick
R2 Button	No Use
R1 Button	Status
SELECT Button	No Use
START Button	Pause Menu/Skip Cinematic
▲ Button	Jump, hold down for short hover
Button	Shoot or Throw
X Button	Jump, hold down for short hover
■ Button	Shoot or Throw
Directional Buttons	Movement Direction
Left Analog Stick	Movement Direction

WORLD MA	AP CONTROLS
Button	Effect
L2 Button	No Use
L1 Button	No Use
R2 Button	No Use
R1 Button	Enter Status Screen (Vision Selector)
SELECT Button	No Use
START Button	Menu
▲ Button	Cancel out of Menus
Button	No Use on World Map
X Button	Confirm Choice
■ Button	No Use
Directional Buttons	Control Movement on Map
Left Analog Stick	Control Movement on Map

Option Menus

LOADING AND SAVING

Before you can enter any Option Menus you must first begin a New Game or Continue from an Old Game Save. When you choose "New Game" from the Title Screen and you haven't yet saved any Klonoa data on your memory card, the "Create New File" Screen will appear. Choose, "YES" and the Select File Screen will appear.





Choose an "Empty" slot and then enter the name of your save. The name you choose will not be repeated over and over in the game, so don't worry too much about your choice, you won't live to regret it. It'll only appear at the end of the game, but enough said there.

NOTE

Lower Case Letters & Deletion Buttons: You can switch the upper case letters to lower case letters by pressing R1 or R2 instead of scrolling over to the "abc" letters on the menu. Also, the Triangle Button will delete typed letters.

After choosing your well thought out name, press "End" and then confirm your choice once more.





CONTROLS, SOUND AND ADJUST SCREEN MENU



After confirming that great name you came up with, you'll be confronted with three more choices. First, you can choose the Controller Settings A or B, which we went over already (see Controls). Next is Sound, here you choose "Mono," (yuk) or "Stereo" (yea!) or "5.1 ch Dolby Digital" (if dad lets you play on his TV).

If things look wacky or offset to you and you know it can't be your TV, use the "Adjust Screen" option to move the image up, down, left or right until its just right. Ready to play? Choose "End" and get the heck out of here. The formatting of the memory card will take a few seconds, so hang on. Press the X Button when you see the leaf on the "Save Complete" message.

Once you confirm that the save is complete by pressing the X Button, the game will begin.

NOTE

Green Leaf: This isn't the last time you'll see the Green Leaf in the bottom corner of a text box, in fact, you're about to see a bunch of these. This simply means that the text is finished being displayed and that you can now press the X button to continue. All the text boxes in the game that you control will end with one of these.

TIP

Skip Scenes: Unlike a lot of games, you can skip the cinematic the first time they appear, you do not need to see them once before being able to pass by them. The START Button will do the deed, so be careful around that button if you want to follow the story! If you do miss any, they'll replay fully when you retry that Vision.

PAUSE MENU

Press the START Button while playing the game and the Pause Menu will appear. It's a very short menu; here you have three choices: Cancel, Retry and World Map (the World Map choice appears after the first time you visit the World Map). "Cancel" will put an end to the pause you set and the game will continue again. While "Retry" will start you from the beginning of the Vision, starting with the cinematic if there is one. And the "World Map" option will obviously take you to the World Map, without a save option beforehand.



WORLD MAP



Once you complete the first Vision you'll enter the World Map. Here the game takes on a type of "Board Game" look. All of Lunatea is mapped out before you and Klonoa becomes like a game-piece that you move from one Vision to the next.

Some areas, like Baguji's Island and Clair Moa Temple, are areas that you visit that aren't Visions at all, they're story related stops or Boss Battles. Unlocked and unvisited areas are displayed in red, while areas that have been completed and cannot be revisited are solid blue. Visions or areas that can be revisited and have been played or seen once before are displayed as blue and yellow.

In the bottom left corner of the World Map is a text box with the name of displaying the Vision that you're currently standing on.



Replay Visions: You'll often want to replay Visions to "do better" or to go back and get a missed Momett Doll Bell. To do this, simply step on the area representing that Vision and press the X Button. Later, after you've played all the Visions, you'll be able to select Visions to play from the Status Screen (that'll develop into the Vision Selector).

NOTE

WORLD MAP MENUS

Menu Screen



While on the World Map you have the option to enter the Options Menu or the Menu Screen. Pressing the START Button accesses the Options Menu. Here you have the option to Cancel out of this menu, Save your progress, enter the Options Menu (that we just covered in "Controls, Sound and Adjust Screen Menu"), and return to the Title Screen. If you haven't saved your game and you choose to go to the title, you'll lose any progress you made from your last save.

Status Screen/Vision Selector

From the World Map, press the R1 Button to enter the Status Screen. This Screen will become the Vision Selector after beating all the Visions. Then, and only then, can you select from the list of completed Visions to "Retry" the level. Until then, the Status Screen is a place to monitor your Momett Doll collection and to see how many Dream Stones you have collected in each Vision. If a Momett Doll Bell (yellow star) appears with the Vision then that means you have collected all six Momett Doll Bells within that Vision and have received a Momett Doll—displayed on the shelf.





SAVING

Saving is done after you complete a Vision or you can select the Save option from the World Map. The advantage of saving from the World Map is that you'll save after the visits to Baguji's Island without going to the next Vision. Otherwise, you'll be doing most of your saving after completing a Vision.



TIP

Saving a Bad Run? Never!: Unlike other games, saving a level after only playing it once, and not doing so hot while you went through it is not crucial to the outcome of the game. At anytime you can go back and collect missed Momett Doll Bells and Dream Stones without suffering any kind of "penalty." In fact, every Dream Stone remains in place even if you've collected them all. The Momett Doll Bells disappear after being collected, this way you'll have no problem finding the one that was missed the last time through.

There are four different possible games to save. You'll see this when you Load your game from the Title Screen. The four different game saves means that four different people in your house can save their own Klonoa progress and continue their games without it affecting each other's Klonoa adventures or their saves.

Within each game save are four different slots to choose to save your last Vision completion on. This is really unnecessary when you think about the simple fact that you can't have a bad save since you can go back into any Vision to "do it better." So don't sweat the overwriting of previous saves. If you had a bad experience and lost all your extra lives and want to do better next time—just don't save it!

Momett House



After visiting Joilant Plaza, Momett the Showman will allow you to replay versions of the Bosses he has recreated in the image of the Bosses you've beaten so far. This all happens in the "House of Horrors". He challenges you to see how quickly you can defeat these Bosses (six in all) in these time attack battles.

Momett House also holds the "Scrapbook" of your adventures. 19 pictures in all will be unlocked as you make your way through the game.

Lastly, after clearing the Chamber o' Fun, a third option will appear. "Hurdy-Gurdy" is a jukebox full of themes from the various Visions Klonoa has from Lunatea. See more about unlocking Hurdy-Gurdy and the songs within in the Secrets section of this guide.



Gameplay Tips

MEMORY CLOCKS

If you're working on getting all 150 Dream Stones in a Vision and you happened to miss some Dream Stones you can find the nearest hazard to kill yourself, which will send you back to the last Memory Clock location. Begin again from the last checkpoint and try to get all the Dream Stones once again. You can do this as many times as you have extra lives.



EXTRA LIVES

Some of the Visions are quicker and easier to play through than others and some contain more 1 UP Coins. Jungle Slider, Mts. of Mira-Mira, Empty Sea of Tears and The Forgotten Path are all great means to collecting more lives for the more difficult levels.

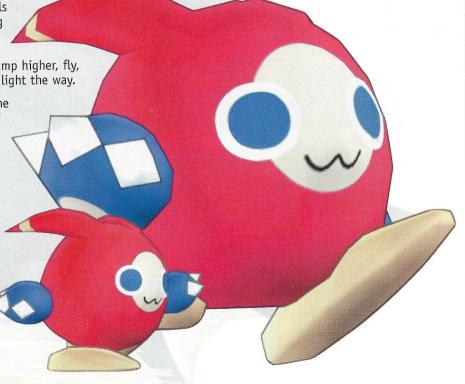
ENEMY DOUBLE JUMP

Pick up an enemy and press the jump button twice for a Double Jump. The later you activate the Double Jump, the higher the Double Jump will take you. This is especially true when using the Erbil. This is key in receiving a lot of hard to reach Dream Stones.

ENEMIES

Klonoa is quite an acrobat and his jumping expertise, which may impress the people from his world, falls short in the world of Lunatea. Ever heard of using your enemies to reach your goals? Well, Klonoa takes this concept to new heights. To adapt to their world, Klonoa must use his enemies to jump higher, fly, break barriers, find treasures, use as bait, and to light the way.

Even though they aid Klonoa on his adventure, the enemies are dangerous if not handled properly. If Klonoa touches any of the enemies without first grabbing them with his Wind Bullet, he'll lose health.



CAST OF CHARACTERS

Klonoa has the opportunity to meet many interesting individuals during his travels through the land. This is just a summary of the main characters in the game and how they relate to our hero.

Klonoa

Visions and Dream Stones, Memory Clocks and Momett Doll Bells, these are things dreams are made of. The hero is a creature named, "Klonoa." His courage and innocence will help to solve some of the land's most pressing concerns.



Lolo



She's a priestess in training with an emotional past. She has the ability to enter Klonoa's ring granting Klonoa the ability to shoot the Wind Bullet.

Popka



Lolo's sidekick has a surly attitude and a mouth to go with it. But, without Popka's help, all would surely be lost.

Leorina



Power hungry, careless and greedy are a few of her obvious traits, but there's something more to her personality rising to the surface, something better.

Tat



Leorina's sidekick has a split personality and split is what Tat can do best. Split from the scene, split hairs and split in half!

Baguji the Wise



Lunatea's very own prophet has abilities beyond the inhabitant's expectations. Little is known about the origin of Baguji the Wise. Visit Baguji the Wise on his island when in need of quidance.

High Priestess



Nestled away in her Temple in the Sacred Grounds of La-Lakoosha, the High Priestess trains new Priestesses and shows them the way to a healthy spiritual life.

Momett the Showman



Momett the Showman keeps things running smoothly at the Joilant Fun Park, but he needs help. All of his Dolls have run off! Can you help Momett the Showman and bring his Momett Dolls back?

King of Sorrow

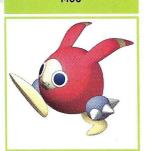


He's all around but no one sees him, he's in everyone's lives but they refuse him. If he's remembered, he's quickly pushed back into the web of unwelcome memories.

ENEMIES

Moo

KLONOA 2 LUNATEA'S VEIL



The most common of enemies, the adorable little Moos can be held, thrown and used to perform the Double Jump.

Giant Moo



While temporarily stunned, the Giant Moo can be used as a platform. Dream Stones can often be found inside some Giant enemies.

Armored Moo (Silver)



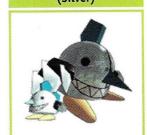
The Armored Moo (Silver) is nothing more than a cute little Moo in armor that can't be defeated unless the armor is destroyed first.

Armored Moo (Gold)



The Armored Moo (Gold) is an Armored Moo (Silver) with an extra layer of armor.

Giant Armored Moo (Silver)



A combination of a Giant Moo and an Armored Moo, the Giant Armored Moo (Silver) can only be defeated once the armor is removed.

Giant Armored Moo (Gold)



The Giant Armored Moo (Gold) is a Armored Moo (Silver) with one more layer of armor. Throw two enemies at this giant to get to the Giant Moo.

Flying Moo



A close relative to the Moo, the light, winged, Flying Moo can be grabbed, thrown, and used to perform the Double Jump. These too are found in abundance in Lunatea.

Shielded Moo



The shield prevents Klonoa from grabbing its front side. Grabbing the Shielded Moo's unprotected backside will cause the Moo to lose its shield.

Lancer Moo



It's tougher looking than the Shielded Moo, but its all for show. Grab the Moo's unprotected backside and it'll drop all its gear.

Hoppin' Moo



This pink Moo has a giant spring in the place of feet. You can grab this Moo, but you have to be quick!

Armored Hoppin' Moo



The Armored Hoppin' Moo has an impressive looking suit of armor. It protects it from all attacks.

Moo Boarders (Water)



These fun lovin', hotdog, surfboarding Moos are always around when Klonoa jumps on his own Hover Board to ride the waves.

Moo Boarders (Snow)



As soon as Klonoa is seen hitting the slopes, these relentless snowboarding Moos are out to undermine his 720's.

Volk Moo



These inhabitants of the violent city of Volk, although hardened by tough city life, are no more dangerous than their red Moo relatives from the surrounding areas.

Spooky Moo



Moos found in the haunted house of Joilant Fun Park. Ooooh, Scaaary!

Giant Spooky Moo



Once you get over the initial fright, make sure to pop this one open for hidden Dream Stones.

Nemo Moo



Few inhabitants of Lunatea have ever seen the fabled Nemo Moos. They're rumored to appear when sadness, despondency and misery arise.

Spiker, Mega Spiker, Giga Spiker



Spikers are like an armored top that can't be destroyed. Endlessly spinning, hovering, or bobbing. Avoid touching these beasts at all costs.

Spindle and Giant Spindle



The Spindles' armor can't be removed, it can only be destroyed by dropping an enemy on their heads from above.

Glibz Quad Cannon



One of only two Moos that will use the weapon it's holding. The assault Glibz Quad Fordon is a hostile Moo with four cannons attached to its sides.

Glibz Phalanx



The Glibz Phalanx is equipped with two sets of missile launchers at its sides. The only way to approach this Moo safely is between missile launches.

Slazza



This rainbow enemy throws its ears at anyone within range. Catch the Slazza holding its ears or run!

Burnie



This cute little guy hugs a ball while orbiting balls of fire act as a defense. Klonoa must jump into the ring of fire or wait for total fireball contraction.

Zippoe



If Lunatea had roadrunners, these would be the equivalent. Darting faster than Klonoa can run, Zippoe's main offense is running into its enemies.

Boomie



The Boomie is a time bomb. Use these to remove barriers. However, its fuse is much longer than that of the excitable Excite Boomies.

Excite Boomie



A relative of the Boomie, the Excite Boomies have a much shorter fuse. The Excite Boomies are very sensitive and as soon as you approach them they'll begin the countdown.

Teton



The propeller beanie-hat-looking enemies can be grabbed with the Wind Bullet and used for a short distance flight. You can control direction but not velocity.

Kiton



A blue floating enemy that allows Klonoa limited flight and the ability to increase altitude and velocity by pressing the Jump button.

Stray Kiton



Rarer than the Kiton, the Stray Kiton allows for a much longer flight.

Jetimo



A yellow rocket shaped enemy with a large pointy nose that launches Klonoa very high up in the air only to be dropped in free-fall fashion.

Erbil



The Erbil is a blue, moon shaped enemy that allows Klonoa to do an extraordinary electric jump!

Ow-Gow



This giant worm-like enemy hides in walls. The only way to pass it is to throw another enemy in its direction as bait!

Likuri



Distinguishable by its crystal-covered body, the Likuri absorbs other enemies and changes colors. When charged to the matching color, the Likuri will dissolve Likuri Crystals.

Folbie



Wasp like in its appearance and behavior, the Folbie periodically dive-bombs its victims. Swarms of Folbies can be used to Double Jump to extraordinary heights.

Floro



Found in the Dark Sea of Tears, the halo wearing Floro will aid in lighting a small area around Klonoa as well as keep the Gleep away.

Gleep



These small blue orbs found in the Dark Sea of Tears attack Klonoa if he's kept in the dark for too long. Their worst enemy is the Floro.

Sassamie & Giant Sassamie



With incredible aim and range the Sassamie will hurl spiked balls at its enemies. Giant Sassamies toss giant spiked balls, obviously.

Purje



The Purje is the only enemy that doesn't cause Klonoa damage when run into. Its annoying blocking ability is what keeps it in the ranks with the rest of Klonoa's enemies.

Digon



Where there's water there's likely to be the Digon. These shark-like enemies leap out of the water to attack anyone in their range. They are invincible and deadly.

Big Dipper Blutos



These fun-loving thrill seekers can be found roller coasting in the Joilant Fun Park. They don't slow down for pedestrians.

BOSSES

Bosses

The Bosses hold the keys to the future of Lunatea. Defeating them will often grant you access to the sacred Bells and the Elements that Klonoa and his friends are searching for. To save Lunatea, the Bosses must fall.

Folgaran the Armored Beast



The Claire Moa Temple Boss

Leptio the Flower Clown



The Joilant Plaza Boss

Mobile Tank Biskarsh



Boss of Volk Hall

Polonte the Hatchling



Indecision Pass Boss Phase 1

Polonte



Indecision Pass Boss Phase 2

Cursed Leorina



Embryo Compass Boss

King of Sorrow (Shell Mode)



Terminus of Tears Boss

Phase 1

King of Sorrow (Sphere Mode)



Terminus of Tears Boss Phase 2

ITEMS

Dream Stone



Dream Stones are the gem-looking items found in every Vision except Boss Battles. The challenge is to collect 150 Dream Stones in each Vision.

Large Dream Stone



These Dream Stones are worth five regular Dream Stones. For every 100 Dream Stones collected, Klonoa gains one extra life.

Mirror Spirit



This blue fairy-like creature doubles every Dream Stone Klonoa collects. However, its magic only lasts for a short period of time!

Heart



This small Heart fills Klonoa's (three heart max) life meter by one heart.

Large Heart



The Large Heart fills Klonoa's life meter completely.

1 UP Coin



The golden 1 UP Coin increases Klonoa's extra lives by one. The only other way to gain life is to collect 100 Dream Stones.

Memory Clock



Acting as a checkpoint, the Memory Clock returns Klonoa to the spot where the clock was found and activated.

Ngapoko Egg



Sometimes right out in the open, but often hidden, the Ngapoko Egg contains one of many different

Momett Dolls



Momett the Showman has lost his dolls. Return all sixteen and you'll be justly rewarded. To obtain a Doll, ring the six Momett Doll Bells

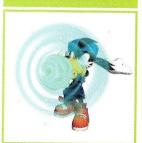
Momett Doll Bell



There are six of Momett's Doll Bells in every Vision. Collect all six and Klonoa receives a Momett Doll at the end of the Vision and is placed on the Momett Doll Shelf.

GAME ELEMENTS

Wind Bullet



The Wind Bullet will grab many dif-ferent enemies and when pressed again will release and throw the

Hover Board



If there's water or snow or even treacherous terrain, Klonoa will borrow the stolen board from Joilant Fun Park to navigate the perilous trail.

Fordon



Fordons are cannon-like mechanisms that shoot Klonoa long distances. Jump into the Fordon and it!! launch you to a predetermined destination.

Goomi



The Goomis are static while the pink ones often move. Klonoa can grab hold and leave a Goomi resulting in a springing jump.

Whirlwind



The Whirlwind is a vortex with blue rings that spins Klonoa into the

Box

Jump Platform



Pressing the jump button while standing on one launches Klonoa into the air. Similar to a jump'oline but without the automatic launching capability.

Wee Jump'oline



A small bounce pad that launches Klonoa into the air when he walks over it or jumps onto it.

Big Jump'oline



A large bounce pad that launches Klonoa very high in the air when he walks over or jumps onto it.

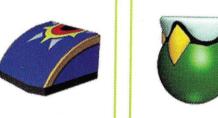
Wee Board Jump'oline



Similar to the other Jump'olines, but only seen when Klonoa is riding on the Hover Board.

Big Board Jump'oline

A block marked with a spray painted, circled "X" that Klonoa can break only by throwing an enemy



A larger version of the Smakll Board Jump'oline.

Moo Ball



A drum-like ball with a tightened white platform over the top that Klonoa can ride or jump from.

Flying Moo Ball



A flying version of the Moo Ball

Likuri Crystal



Yellow, blue or red Crystals that block paths and can only be destroyed with a charged Likuri of matching color.

Boomie Rock



A large boulder that can only be destroyed with a Boomie or an Excite Boomie.

Zoom-Zoom Gate

Allows Klonoa to go faster while riding the Hover Board.

A current of air or updraft that blows grass, and anyone who enters, up to higher reaches.

Fan Grass

Polly



Polly will help you to cross a chasm in the very first Vision. Make sure to take advantage of the offered help and grab all the Dream Stones.

The Crimson Iris



Belonging to Leorina, the Crimson Iris is a recurring vehicle in the game. You'll even do some sky-walking on its wings once.

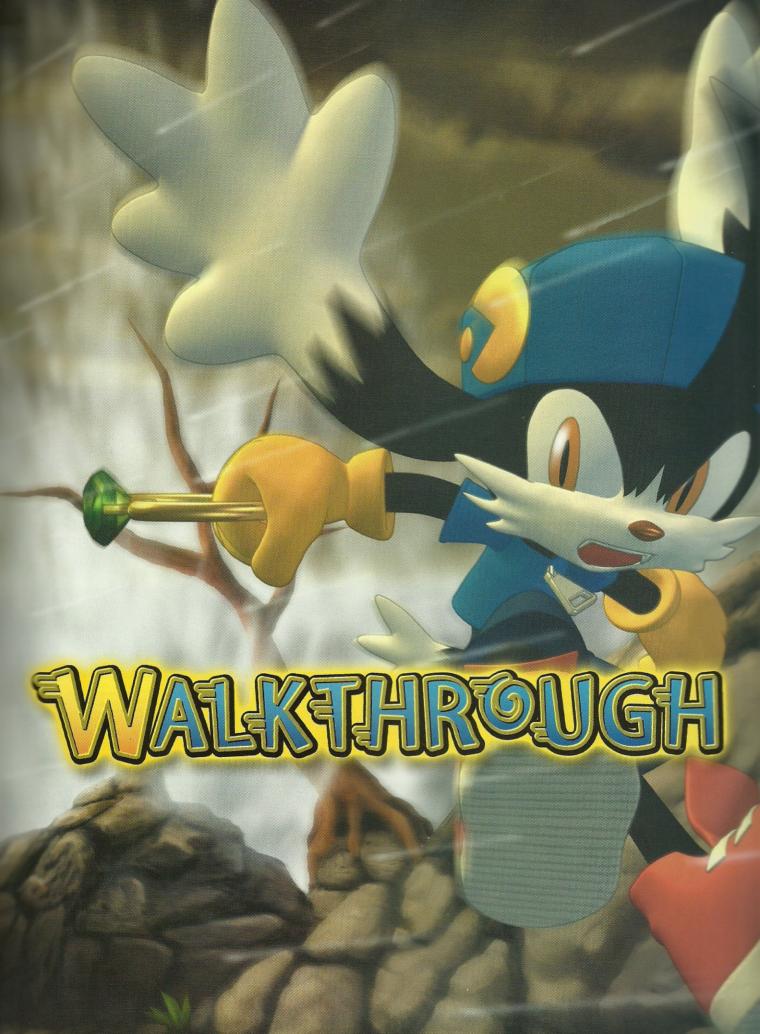
Ishras Ark



Released with the Element of Sorrow by Leorina, it's used to connect the World of Sorrow to

Flamie

Torches that shoot blue flames.



SUSTENE!

Sea of Tears ~The Encounter~



Rescued

Is Klonoa dreaming or has he just awakened from the dream world? Klonoa finds himself on the shore of an island, liberated from the Sea of Tears by a priestess in training, Lolo, and her sidekick, Popka. These two odd inhabitants need Klonoa's help, but with what? We'll have to wait to find out when there's less danger around. After Lolo enters Klonoa's ring, giving it the power to shoot the Wind Bullet, the adventure truly begins.





Difficulty



Overview

Vision 1 graciously eases you into the game with its low difficulty environment; however, getting 150 Dream Stones and the six Momett Doll Bells will make it a bit more challenging. We were able to miraculously claim



153 Dream Stones in this Vision; so a meager 150 Dreat Stones should seem a little easier. You can get the threextra Dream Stones by collecting every single Dream Stone in the Vision and acing the Mirror Spirit Challenge.



Enemies Encountered

Every character and enemy will be new to you—with this being the first Vision and all—but in this Vision, besides the major characters, you'll be introduced to Moos, Giant Moos Flying Moos, Goomis, Zippoes, Hoppin' Moos, Digons, and Spikers. Refer to the enemy section in Chapter 1 of the guide to learn more about these and other enemies you will soon encounter.

Vision Strategy

For the most part, getting all the Dream Stones and Momett Doll Bells in this Vision is nothing more than learning how to manipulate the enemies. If a stack of Dream Stones is out of reach, grab hold of an enemy and jump as high as you can and then jump again at the apex of Klonoa's jump. This is called the "Double Jump". The enemy will leave your grasp and propel you even higher into the air. The Double Jump is a staple Klonoa move.

Popls (fish flas Alon over three and jump; then pump again while positive in mild air. That coughts gat you high emorgh.



Jumping With the Enemy: Using a captured enemy as a spring for the Double Jump is the only way to collect the first stack of Dream Stones, which cannot be reached by using Klonoa's normal jump.

TIP

Vision Strategy (continued)

When you locate a Ngapoko Egg, pick up the nearest enemy and throw him at the Egg to break it open and claim the prize inside. Sometimes the Egg may be hidden in the foreground or background, so keep your eyes peeled.



Ngapoko Eggs: The Ngapoko Eggs found scattered throughout the Visions can only be broken open by throwing an enemy at them. Or if you're riding the Hover Board you can simply run into them. Inside you will find 1 UP Coins, Hearts, or even Momett Doll Bells!

NOTE

When you find a Momett Doll Bell enclosed in a bubble, shoot it to pop the bubble and retrieve the reward. Simply running into it won't do the trick.



Use the Whirlwinds to send you higher in the air. Be aware that you can carry enemies into a Whirlwind by performing a single jump (anything more and you'll lose your hostage). As with the first Whirlwind you encounter, this trick will have to be executed to enable you to receive the Dream Stones and



single 1 UP Coin above the ledge that you pass under on your way to the Whirlwind.

Detailed Strategy

There are a few tricky areas in Sea of Tears and below you'll find a detailed account of these particular areas with solutions to beat the Vision with all the Dream Stones and Momett Doll Bells in your hands...or your big floppy ears since they seem to be much larger.

1st Momett Doll Bell Location

The first Momett Doll Bell in this Vision is located above the first ledge you jump to after encountering your new friend Popka. Simply jump and hit it to retrieve the **Momett Doll Bell**.



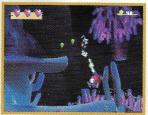
GIANT MOO: NINE DREAM STONES





There's a bridge inside the blue cavern, past the two Goomis that you have to shoot and jump from to reach the four Dream Stones. On this bridge is your first encounter with a Giant Moo. Every time you see one of these large enemies, assume that there are Dream Stones hiding inside. Take the Moo and throw it at the Giant Moo to burst it open and free the Dream Stones. You'll have to grab all five Dream Stones before they fade away in order to rack up a total of nine Dream Stones (four Small and one Large).

You could stun the Giant Moo before you kill him with intentions of bouncing off the top of him and into the floating Dream Stones above the bridge or you could just use one of the regenerating Moos to launch into the circle of Dream Stones. Once you've taken care of the bridge puzzle, grab another Moo and head back to the left side of the bridge and use it to high jump to the ledge while soaring through the row of Dream Stones. Once atop the upper pathway, use the Fordon to launch yourself to the island detour.





2nd Momett Doll Bell Location



Use the Whirlwinds to reach the **Momett Doll Bell** and shoot a Wind Bullet in mid-jump to obtain it. If you're low on health, grab and throw the Zippoe at the Ngapoko Egg below the Momett Doll Bell. It contains a **Large Heart**.

MULTIPLE GOOMIS: THREE DREAM STONES

As soon as you return to the harsh Elements outside, you'll encounter a frequently used puzzle, multiple Goomis. Jump and latch onto the first Goomi then turn and jump while quickly grabbing onto the higher Goomi. Jump from the second to the ledge while collecting all the Dream Stones on the way.



3rd Momett Doll Bell Location



After exiting the blue cavern and rocketing past the jumping Digons, you'll reach the lower pathway near a Teton. Follow the trail of Dream Stones up the step-like columns to the upper pathway where you'll see a couple of Moos and a Whirlwind puzzle with a Large Dream Stone at the top of the stack. The Momett Doll Bell is located on this ledge and is easily obtainable, you don't even have to jump, just shoot it with the Wind Bullet!

FLYING POLLY: 20 DREAM STONES

When Klonoa is launched from the last Fordon he will land on the wings of a giant bird...Polly. Polly's slightly controllable but the reaction time is slow. Anticipate the movements that need to be made to collect the three separate rows of Dream Stones. You must collect all these Dream Stones to make it to 150! When approaching the first string of Dream Stones, don't make any sudden directional change; Polly is headed right for the Dream Stones. You'll have to cut to the right halfway through the first lineup to get them all.

Continue to cut to the right as you leave the first string of Dream Stones to line up with the second row. And when leaving the second lineup, don't turn right as much as you did this last time to lock into the last row with the Large Dream Stone at the end.





After completing the Polly Challenge you should walk away with 20 more Dream Stones. If you accidentally missed any of these Dream Stones, use the Memory Clock and try it over before you hit the next Memory Clock.



After Polly dumps you off back onto the stony pathway, head to the left to another Ngapoko Egg. As you walk up to it, another will appear below it. Use a nearby Hoppin' Moo to break the Ngapoko Eggs, inside the top one is a **Large Heart** and inside the second Ngapoko Egg is the fourth **Momett Doll Bell**.

Mirror Spirit Challenge

Challenge Goal: 34 to 36 Dream Stones

NOTE

Mirror Time Limit: You have seven seconds to complete any Mirror Spirit Challenge.

After activating the Memory Clock by breaking open the Memory Clock bubble just inside of the next cavern, you'll find your first Mirror Spirit Challenge. Notice the spirit inside of the bubble before the Dream Stone-lined bridge. Break the spirit's bubble and waste no time as you run across the bridge collecting all of the Dream Stones before the special sound indicating that the Mirror Spirit Challenge has ended.









In this particular puzzle you'll have to race across the bridge, grab all the Dream Stones and jump down to the lower pathway. Take the Moo from under the next ledge and use it to jump through the Dream Stones and onto the ledge above. If done correctly, you should end up with 34 to 36 more Dream Stones after this challenge.

If the challenge ends before you've collected all the area Dream Stones then you'll have to do yourself in and return to the last Memory Clock location and try again.

5th Momett Doll Bell Location

The fifth Momett Doll Bell is inside a Ngapoko Egg located in a gully just after the bridge. Use the same Moo that you used to jump up to the ledge with to break this Ngapoko Egg. A small hop and throw will do it...the **Momett Doll Bell**'s yours.



6th Momett Doll Bell Location



You'll find the next Momett Doll Bell outside, in another Ngapoko Egg, on the ledge above the cave exit. Use the Zippoe to jump into the dual Whirlwinds and then grab the Flying Moo floating above. Use the captive enemy to break open the Ngapoko Egg to retrieve the last **Momett Doll Bell**.

UNCONTROLLABLY SLIDING: TEN DREAM STONES

Return to the lower pathway, use another Zippoe to access the upper right pathway and then enter the Fordon to be rocketed to the last stretch of the Vision.

Once you've landed on the grass-covered pathway, make your way to the right and prepare for an unstoppable slide down the sloping path. As you slide down the path make sure to use short little hops to collect the ten remaining Dream Stones. If you miss these Dream Stones, there's no turning back; you'll have to repeat the Vision to try again.



NOTE

The Spirit Bell: To end the Vision and to earn Lolo her full priestess title you must face the Spirit Bell in the background and use the Wind Bullet to strike out a tone.



NOTE

World Map and Momett Dolls: When the mission ends and you discover the World Map for the first time, a Momett Doll will appear and be added to your new collection, provided you collected all six Momett Doll Bells. To view your collection, press the R1 Button to enter the Status Screen. If you want to replay the Vision again, for now, simply return to the World Map and press the X Button while standing on the Sea of Tears circle.



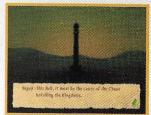


Baguji's Island



After completing Vision 1, head across the new yellow-dot pathway on the World Map and talk to Baguji the Wise. The prophet labels you the 'Dream Traveler' and speaks of the Harmony Bell housed in the large tower. You'll find a similar tower and Bell in each of Lunatea's Four Kingdoms. These Bells are rumored to be responsible for maintaining peace throughout the entire world.

Baguji the Wise speaks of the Bell of darkness that belongs to none of the Kingdoms, which is the cause of the Chaos befalling the Kingdoms. Monsters run amok and priestesses fall ill when they are infected by the evil. This worries Klonoa now that Lolo is to become a priestess. Klonoa takes the prophet up on his request to aid Lolo in her adventure.



Walk the newly formed path on the World Map to La-Lakoosha.



TISITEN 2





Difficulty



Enemies Encountered

You'll encounter a few new enemies in this Vision.
Expect to see some Shielded Moos, Sassamie and Giant Sassamie throwing spiked balls, and the Ow-Gow.



Overview

Vision Two is not much harder than the first Vision, but there are a few puzzles that are more demanding. The hardest area of La-Lakoosha is the increasingly difficult Mirror Spirit Challenge.



Vision Strategy

As far as the basic strategy is concerned, La-Lakoosha is not much different from the Sea of Tears with the exception of three new enemies. When you encounter the Shielded Moos you'll have to hop over them to their backside to pick them up or you'll have to wait until they turn around and expose their unshielded side. When you grab them, they'll drop the shield they carry and go peacefully.



The Sassamie throwing spiked balls are no big deal; just don't walk into the path of a hurled spike ball.

To get by the Ow-Gow you'll need to grab a nearby enemy and toss the Ow-Gow a snack. As soon as it chomps the prey, run by the large beast while it's feasting on your hostage.



Besides new enemies in La-Lakoosha you'll first encounter Fan Grass hear and there. Don't be afraid, simply walk off the ledge and into the gust and be carried to the next pathway or ledge.



Detailed Strategy

If you've come up short-stoned and you're not sure where you missed them, check below and see if you found these...

1st Momett Doll Bell Location





After shooting through the first Fordon, walk under the Whirlwind and grab the Moo. Walk over to the Box and Double Jump while above it. This will send the critter smashing through the Box granting you access to the lower tier. Collect all the Dream Stones below—a total of 13—and, as you collect the Dream Stones to the right, a Ngapoko Egg will appear. Take the nearby Flying Moo and smash the Ngapoko Egg to claim the first Momett Doll Bell! Use the Flying Moo again to return to the upper tier.

2nd Momett Doll Bell Location

As you enter the-lit cavern you'll spot a Memory Clock, two Moos, and a Flying Moo hovering near three small platforms overgrown with moss. Take one of the two Moos to reach the lower right platform and then jump up and take the Flying Moo. Use him to jump to the top platform where you'll see the second Momett Doll Bell. Face towards the camera and use the Wind Bullet to grasp the Momett Doll Bell.





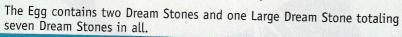
HIDDEN EGG: SEVEN DREAM STONES



From the location of the second Momett Doll Bell, head to the third and highest moss covered platform. Jump down to the leftmost platform claiming the two Dream Stones that hover above it on your way down. As you land on the platform, a Ngapoko Egg will appear. However, the only way to smash it open is to throw an enemy at it.

Jump down to the ground and take a Moo and use it to jump to the right platform. Take the Flying Moo and throw it at the Egg on the left platform. Now quickly, before the Dream Stones disappear,

jump down, grab another Moo and jump up to the left platform and grab whatever Dream Stones didn't fall off the platform. If any dropped, quickly jump down and get them before they fade away.







DIGON ATTACK: 17 DREAM STONES





Immediately upon leaving the cavern, you'll see a Wee Jump'oline where you can collect three Dream Stones. However, there's a Moo you can use to collect three more Dream Stones ahead of the Wee Jump'oline. The series of pitfalls ahead of the Moo are lined with Dream Stones. You must jump directly over the first two rows of Dream Stones, but the third ledge's Dream Stones are split into two misaligned rows.

There are two ways to go about this. The

first way is to use the Moo to jump to the second row of Dream Stones after dropping into the closest column. Or, you can drop on the first row and then hold the jump button down to hover to the second and bigger row of Dream Stones. Beware of the jumping Digons in this area, especially the quick one just before the next cave entrance.





SECOND CAVE ENTRANCE: NINE DREAM STONES



When you enter the second cave, make sure that you find the highest Dream Stone above the tallest of the three narrow rocky platforms. Use a Moo to get atop the right platform and then take the Teton to the top platform while collecting three Dream Stones on the way. Hop up to the Flying Moo to make the highest jump possible above the top platform. There are three Dream Stones above this platform as well. Drop down to the left platform while collecting the last three Dream Stones in this area and then rocket to the next pathway using the Fordon at the end of the path.



Feeding the Ow-Gow: To break the Ngapoko Egg just beyond the Ow-Gow, you'll need to wait until two Moos appear. Throw one to the Ow-Gow and then quickly grab the second Moo. Run with it in front of the Ow-Gow as it chomps away at the other red critter. Use the second Moo to break open the Ngapoko Egg to receive a **Large Heart.**

TIP

FAN GRASS ALCOVE: FOUR DREAM STONES & A 1 UP COIN

Make sure to drift up along the left wall as you use the Fan Grass just past the Ow-Gow in the second cave. There's a little nook where you can collect a **1 UP Coin** surrounded by four Dream Stones!



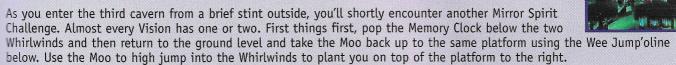
FAN GRASS, WHIRLWIND, FLYING MOO COMBO: SEVEN DREAM STONES



Just beyond the second Ow-Gow in the cave, you'll see a little puzzle involving Fan Grass, a Whirlwind and a Flying Moo. Use the Fan Grass to get atop the Whirlwind where you can grab the Flying Moo in midair. Use the hostage to Double Jump to the stack of Dream Stones to the left above a small platform. Don't leave this area until all seven Dream Stones are collected.

Mirror Spirit Challenge

Challenge Goal: 30 to 32 Dream Stones





Head to the top of the next ledge. **Do not pick up any Dream Stones until you have the Mirror Spirit!** Walk up to the Moo and jump over it or throw it out of the way so you don't accidentally pick up any Dream Stones.

Wait for the Moo to regenerate, pop the Mirror Spirit and quickly jump onto the first row of two Dream Stones. Pick up the Moo and single jump onto the next stack of two Dream Stones. Without slowing and still holding a Moo, jump into

the gap to drop below the Flying Moo and collect three Dream Stones on the way down. Quickly head to the Wee Jump'oline to the right and use the Moo at the apex of the Wee Jump'oline to high jump to the top of the inside ledge. Here you'll find the last Large Dream Stone within the seven second Mirror Spirit Challenge limit.





3rd Momett Doll Bell Location

The third **Momett Doll Bell** is located on the inside ledge near the Large Dream Stone at the end of the Mirror Spirit Challenge route.



4th Momett Doll Bell Location



Past the Mirror Spirit Challenge and the third Momett Doll Bell is a small enclosure with a Wee Jump'oline below it. Within the narrow walls is a Hoppin' Moo and above that the fourth Momett Doll Bell. Either use the Moo or the Hoppin' Moo to reach the Momett Doll Bell. Grab another Hoppin' Moo as you exit the enclosure to reach the dual Whirlwinds and the Flying Moo to feed to the Ow-Gow.

PENDULUM PUZZLE: NINE DREAM STONES

After picking up the last stack of Dream Stones before you rocket to the end of the cavern, exit through the doorway and return outside. As you enter the great outdoors again you'll find yourself on a ledge encompassing a very large pendulum.

Take the Zippoe and use him to jump over the door you came through and onto the ledge above. Hit the Memory Clock and continue to the left off the side of the ledge.



Pick up the Moo and walk to the left edge where you'll see the fifth Momett Doll Bell above some Fan Grass. Align yourself so that you and the Moo are facing the distant gray pillar with the pendulum smack dab in the center. Throw the Moo at the pendulum to force it to swing and break the distant pillar.



5th Momett Doll Bell Location

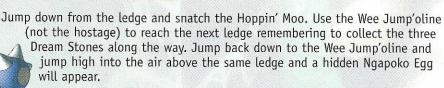
Traverse across the Fan Grass on the leftmost side of the pendulum puzzle and pop the bubble to collect the fifth **Momett Doll Bell**.







After retrieving the fifth Momett Doll Bell from the Fan Grass, use the Moo to return to the entrance and leap to the high ledge. Use the Zippoe once again to break the Ngapoko Egg near the pendulum in the center to hatch a Large Heart. Wait until the Zippoe respawns and throw it at the pendulum to break the column on the opposite side of the circle. Once it's broken, pick up another Zippoe to reach the right ledge, picking up the three Dream Stones and the Heart on the way.





6th Momett Doll Bell Location

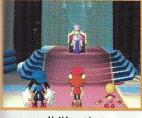
The hidden Ngapoko Egg that the sixth Momett Doll Bell is inside of can be uncovered by jumping high above the last ledge (or wall) to the right along the circular pathway that wraps around the large pendulum. When it appears, hit it with the Hoppin' Moo found near the Wee Jump'oline and the Momett Doll Bell will be yours.





Once you have the nine Dream Stones from around the pendulum and the last Momett Doll Bell, use the last Moo to the right to high jump to the pathway that leads out of the Vision. Along the pathway you'll be able to pick up six more Dream Stones.

HIGH PRIESTESS



At the end of the groups' travels through La-Lakoosha they arrive on the Sacred Grounds of the High Priestess. Inside she grants Lolo the powers of a priestess and all the

responsibility that comes with it. She commands Lolo to go to the Four Kingdoms and collect the Elements from their Bells. With the harmonious power of all the Bells they'll be able to contain the evil that has fallen on the land. Finally she asks Klonoa to watch over Lolo as she sets out on her journey.







POSS BATTLE FOLGARAN THE ARMOR BEAST



Claire Moa Temple











Run-in with Leorina and Tat

Before the first Boss Battle ensues, Klonoa and friends run into the Sky Pirate, Leorina, and her cutie sidekick, Tat. They bicker over who should own the ring in Klonoa's big, gloved hand. When Klonoa refuses to hand over what is rightfully his, the Sky Pirate sics Folgaran on him.





FOLGARAN PHASE 1



Folgaran is a hovering beast with three claw-like arms that jut out from the sides of its spherical chassis. It spins around the center of the surrounding walkway revealing its vulnerable spot each time it completes a full revolution. Its rear side is the susceptible area for an attack, which appears to be an exposed part of its tail. This area glows with a reddish, orange smolder.



NOTE

The Afterlife: When you lose all three of the heart life icons during a Boss Battle you'll lose one life. This will automatically reset you to begin at the beginning of the stage or the beginning of the phase the Boss was at, at the point you died, no matter how far you've advanced in the battle.

Two Moos continue to regenerate along the pathway as you make use of them for the duration of Phase 1. Pick them up and toss them at the rear of Folgaran. In order to hit your mark, you may need to jump or remain on the ground while you throw the Moo. This is dependent on Folgaran's height as it bobs around in a circle.





A successful hit causes Folgaran to explode into multiple pieces and, just as soon as you can wiggle an ear, it gathers its discarded pieces, restores its old appearance and continues to fight.

You Gotta Know When To Throw Them: The tail area is always susceptible to attack no matter how fast Folgaran is spinning, so take as many shots at this area as possible. The Moos will continue to regenerate as quickly as you use them.

TIP

-fter hitting the Boss a few times, it'll begin spitting out little spiked, toytop-looking minions. These can easily be avoided by jumping over them or destroying them simply by hurling a Moo at them. After four successful hits to the Boss its health bar drains and a second phase will commence.

FOLGARAN PHASE 2







The only difference in the Boss during the second phase is the lowered claw-capped arms. Throw one of the Flying Moos that have replaced the Moos to change their direction of movement—or just jump over them. Again, hit the Boss four times in the engine while avoiding the claw-like hands. After four successful hits, you'll be ecstatic about the results and Folgaran will be all broken up about it.

THE BELL OF TRANQUILITY







Upon the fall of Folgaran, Leorina will seem impressed with Klonoa's skills as she whizzes off in her aircraft, leaving you and your party alone to claim the Element from the Bell of Tranquility. When control returns to you, shoot the Bell to receive this gift and watch as Klonoa hears a voice from a dream.

Baguji's Island

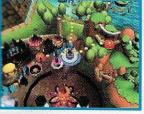
After the demise of Folgaran at Claire Moa Temple, Klonoa and gang must return to Baguji's Island for a little tête-à-tête with the Baguji the Wise. The adventurers discuss the new additions to the escapade: Leorina and Tat. Baguji the Wise suggests they go to Joilant's opening to retrieve Joilant's Bell.





Joilant Plaza

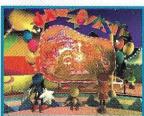
Follow the path that appears to the south of Baguji's Island and enter Joilant Plaza. While gawking at the amusement park's map, Tat darts past our heroes and pickpockets the Element from Lolo. Tat splits in half and coaxes Klonoa to catch the correct half holding the Element.



At this point, there are two paths you can follow.

You can either head west to Joilant Fun Park or east to Jungle Slider. We chose to go west to Joilant Fun Park first. No matter where you go to first, Tat will claim you chased the wrong half once you catch her at the end of the level.







Joilant Fun Park ~A Date with Tat~



Difficulty



Overview

You'll really enjoy Joilant Fun Park; it's a complete graphical departure from the previous two Visions. The challenge is not much more difficult than La-Lakoosha; for the most part it's easier to get through. But the sec-



ond Mirror Spirit Challenge will prove to be more taxing than any you've encountered so far.



Enemies Encountered

The first new encounter is not so much an enemy as it is an aid. The Kiton works like a Teton but lasts much longer. The new enemies that you'll encounter are: Purje, Spooky Moo and Giant Spooky Moo.

Vision Strategy

The Joilant Fun Park challenges aren't too far from what you've already dealt with. Learning to use the Kiton is key to getting all the Dream Stones and knowing how far to fly with it before it disappears is crucial. There are two Mirror Spirit Challenges in this Vision! Also, a new puzzle Element is introduced and frequently used in this fun park. The little colored switches that look like jewels have not been encountered until now. Simply shoot them with the Wind Bullet to activate them. The challenging switch puzzles are solved in the following Detailed Strategy.



Detailed Strategy



In the very beginning of the level, after shooting the switch to lower and cross the bridge, you'll find a Moo-Toss game.

1st Momett Doll Bell Location

The first Momett Doll Bell is located in the Moo-Toss, Mirror Spirit Challenge game. Break open the top right Ngapoko Egg with a nearby Moo and claim the **Momett Doll Bell**.



Mirror Spirit Challenge #1



Challenge Goal: 20 Dream Stones

This is the first Mirror Spirit Challenge. The Mirror Spirit is in the leftmost Ngapoko Egg on the top conveyor shelf. First, pick up the Moo and take out the bottom rightmost Ngapoko Egg to get a **1 UP Coin**, then take another Moo and break the top, rightmost Ngapoko Egg to collect the first Momett Doll Bell! Next, break open the bottom, left Ngapoko Egg to get it out of the way and collect the **Heart** from inside.



The top left one has the Mirror Spirit and the top right and bottom Ngapoko Egg have Large Dream Stones in them. You can break open both Dream Stone Ngapoko Eggs first (leaving enough room on the sidewalk for you to jump over them to get a Moo) and hit the Mirror Spirit's Ngapoko Egg last. Then collect the Dream Stones on the ground.

You can also just hit the Mirror Spirit's Ngapoko Egg first and then quickly break open the Dream Stone Eggs and collect the Dream Stones before the Mirror Spirit Challenge time runs out.

KITON: FIVE DREAM STONES AND ONE MOMETT DOLL BELL

Mo. Kiton is not the white critter on the bridge, that's half of Tat! Kiton is hovering in the air just after the chat with Tat.



Jump up and shoot the Kiton and use the jump button to push yourself higher into the air. You can throw the Kiton to the left or right by shooting it again. The Kiton will fade away after seven seconds and will drop you where you are. At the end of the five Dream Stone string you'll find the second Momett Doll Bell.



2nd Momett Doll Bell Location

After your chat with white Tat, take the Kiton and fly to the end of the five Dream Stone string, turn and face the floating Momett Doll Bell and shoot the Kiton at the Momett Doll Bell bubble. This will pop the bubble and place the **Momett Doll Bell** in your collection.



MOO, MOO, MOO THE SWING SHIP

After popping the first Memory Clock you'll come to a Moo near the Swing Ship attraction. Take two Moos and throw them at the target on the left side of the Swing Ship, one right after the other (meaning, don't let the Swing Ship swing past without hitting it another time). Quickly take a third Moo and jump onto the Swing Ship before it swings past you. Head to the right side of the Swing Ship and keep the Moo by jumping to the





right castle wall without using a Double Jump. Use the Moo to break the Box blocking the entrance to the circus tent.

CIRCUS TENT: NINE DREAM STONES

3rd Momett Doll Bell Location



You'll find it inside the Circus Tent at the end of the Dream Stone-lined track. You must use a Moo to push the Swing Ship and break the Box that block the entrance to the tent. Then the **Momett Doll Bell** is yours.

After "Mooing the Swing Ship" and entering the Box-blocked doorway of the Circus Tent, run around the track and pick up nine Dream Stones. At the end of the track is the third Momett Doll Bell. Only when you have all these items, jump down to the lower track and exit the way you came in. Jump down to the Swing Ship and then to the Moo. Push the Swing Ship again and, this time, use the Moo to jump to the left castle wall and continue to the auditorium.







AUDITORIUM SWITCH PUZZLE

Once inside the auditorium, take the Moo to reach the blue and pink scaffold. Shoot and grab the Hoppin' Moo when it bounces within your reach. Use the Hoppin' Moo to reach the highest scaffold where you'll find a Switch. Shoot the Switch to open the left auditorium door.

4th Momett Doll Bell Location

Ride the Jetimo above the tower and drop to the top through the row of 11 Dream Stones. You'll be face to face with the fourth Momett Doll Bell. Just off the left edge of the tower is the Momett Doll Bell topping off a row of five Dream Stones. When you jump you must shoot the bubble around the **Momett Doll Bell**.



TIP

Kiton Litter: When you use the Kiton near the fourth Momett Doll Bell, you can try collecting half the Dream Stones in the row, returning to the Kiton ledge and using another fresh Kiton to collect the rest. The Kiton will regenerate every time one fades or is thrown away. Using this tip will buy you airtime.



EHOST PALACE

5th Momett Doll Bell Location

Activate the Memory Clock after entering Ghost Palace. Jump down onto one of the Moo Balls that move across the blue flames. Stay on the Moo Ball for the duration of the ride. As the Moo Ball is in mid hop to the second small column, shoot the fifth **Momett Doll Bell**. Allow yourself to drop while on the Moo Ball to end the ride. Jump to the red carpet and exit the creepy chasm.





WITCH ROOMS

st Switch Room



In the first Switch Room, jump up and ring the top right Switch. Then, as you drop from your hop, shoot the bottom one. Jump through the Whirlwind and press left to whirl to the left Switch and shoot it. Done correctly, the exit door will open. Make sure you get all nine Dream Stones in the following graveyard using the Kitons.

Second Switch Room

Just beyond the Graveyard is the second Switch Room. Use the Spooky Moo to jump to the lower-right ledge and then use the Kiton to fly to the top ledge.

Throw the Kiton away and wait for it to reappear below before shooting the top Switch. Jump down to be lower ledge and shoot the second Switch. Grab the Kiton and throw it at the Switch on the left ledge. The exit door will open and you'll be on your way.



Idnight Moo-vers: 21 Dream Stones





On the rooftop of Ghost Palace, make sure that you pop two of the Giant Moos before leaving the area. Two Giant Moos full of Dream Stones will total 18 Dream Stones! When you stun the replacement Giant Moo and jump on his back while holding a Moo, you'll be able to Double Jump into the Whirlwind to collect the last three Dream Stones on the rooftop area.

Switch Room: Nine Dream Stones

and jump on the Giant Spooky Moo to reach the Whirlwind and the right platform. Use the Flying to bust open the Giant Spooky Moo below. This will earn you nine Dream Stones. Return to the spat platform and throw the Flying Moo at the left Switch on the opposite platform. Shoot the Switch your platform and then drop to the floor and shoot the lower Switch to unlock the exit door.



6th Momett Doll Bell Location





Within the Ghost Palace is a Digon-infested river with five Dream Stones and the sixth Momett Doll Bell floating above it. Use the Kiton to fly straight up without crossing over the water and throw it at the Momett Doll Bell bubble. This will earn you the last **Momett Doll Bell** in this Vision. Take another Kiton and fly to the other end of the river while collecting the five Dream Stones.

WITCH & SPOOKY BALLOONS

In the next room of the Ghost Palace, a Coffin will attack Klonoa. You can't leave the

room until it's defeated. Take the Kitons from either side of the room, fly up to match the Witch' & Spooky Balloon's altitude and throw the Kiton at the Coffin. Avoid the cannonballs that the Coffin shoots at you. Three successful hits will break the three yellow balloon heads off. You don't have to aim for the individual balloons. When you down it, white







Tat will escape the Coffin and run into the next room.

ROLLER COASTER: 16 DREAM STONES





As you exit the Ghost Palace using the Jetimo, line up with the row of five Dream Stones as you rocket out of the chimney. Make sure not to head to the right until you've reached the top and fifth Dream Stone in the row.

Jump onto the next row of five Dream Stones either from the roof or the Jetimo. Drop down from the scaffolding to the row of three Dream Stones without landing on the Big Dipper Blutos. Head to the right and pick up the remaining three Dream Stones before encountering the second Mirror Spirit Challenge.



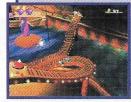
Mirror Spirit Challenge #2

Challenge Goal: 24 Dream Stones



There's no room for error in this Mirror Spirit Challenge, you need all the Dream Stones to be doubled to make 150 total Dream Stones in this Vision. Avoid the Big Dipper Blutos by jumping over them just before the front end hits you. Shoot the Mirror Spirit and quickly make three little hops to take the first three Dream Stones and then enter the Whirlwind.

Soar into the next three Dream Stones above and beyond the Whirlwind without holding the jump button for a hover—this will slow you down.



As soon as your feet touch the rails again jump up into the last Dream Stone and hover into the final Large Dream Stone. You should end up with 24 Dream Stones from this challenge. Compare it with your previous total prior to the challenge before continuing to the next Memory Clock. Allow yourself to die by running into the Big Dipper Blutos to try it again if you failed to make the total.

TAT-GO-ROUND

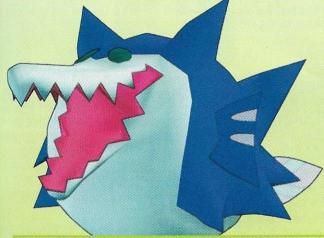
After rocketing off the roller coaster onto the Merry-Go-Round, jump as quickly as possible from swing to swing until Tat is on the same swing as Klonoa. Jump up and shoot Tat to capture her. Once she is in Klonoa's hands, she embarrasses him into letting her go, to which she claims you have chased the wrong half. You'll find her alter ego at Jungle Slider.





SIENES

Jungle Slider ~Raging Rapids~



Enemies Encountered

New enemies to look for are the Mega Spikers and the surfing Moo Boarders (Water). The Spikers cannot be picked up or touched but the Moo Boarders (Water) will be necessary to find all the Dream Stones and Momett Doll Bells.



Every time you see one, pick it up and look for a place to use a Double Jump.

Difficulty



Overview

Jungle Slider is different from previous Visions but very similar to a handful of Visions from the entire game. In Jungle Slider, Klonoa rides a Hover Board that drifts slightly above the surface of the Jungle Slider water ride.



The main difference in this type of scenario is that you cannot turn back. You can slow down and speed up but you can't turn back or stop. It's like sliding down a hill, which you've done before. This makes getting all the Dream Stones difficult—or even costly considering your extra lives. Jungle Slider has two different phases, The Jungle and The Chase.

Your primary concern is to find the blue Tat; she has the Element that was stolen in Joilant Plaza. If you played through this Vision before Joilant Fun Park ~A Date with Tat~ then the blue Tat won't have the Element, the white Tat will in Joilant Fun Park.

Vision Strategy

Finding all the Dream Stones and Momett Doll Bells in this Vision isn't too difficult, but executing the jumps without missing will take practice. You can't turn back; but you can kill yourself before the next Memory Clock, which gets costly after a while. Our suggestion is to run through the entire course over and over until you get everything with one or two lives. You'll be surprised at how many lives you can rack-up after running this course and believe us, you'll need those extra lives in the near future to practice even more difficult stunts in the later Visions.





Hover Board Basics: To increase the speed of the Hover Board, press Right on the Directional Buttons or on the Left Analog Stick. To slow down, press Left. If Klonoa is surfing towards the camera (at you) then the acceleration and deceleration are Down and Up respectively. Lastly, if Klonoa is heading away, press Up to accelerate and Down to decelerate.

Detailed Strategy

The Dream Stones and Momett Doll Bells are not hard to find in this Vision, just difficult to get at times. There are only a few things to try to get it right: slow down, speed up, jump sooner or later, slow down or speed up while in the air, and try the extended hover jump sooner or later. The most difficult areas are spelled out in detail below.

LET'S BEGIN: 24 DREAM STONES AND A MOMETT DOLL BELL



Before entering the first tunnel you should have found 24 Dream Stones. There are two tricky areas before you reach the first Momett Doll Bell.

After collecting the first six Dream Stones and jumping over the Spikers, you'll come across a Moo Boarder (Water). Pick it up before it heads under the wooden ledge and use it to Double Jump above it. On top of the ledge are three Dream Stones.







Further down the water ride, past three more Spikers, you'll reach a waterfall and a drop off. Jump through the water onto the multi-colored boardwalk to collect the four Dream Stones. While jumping through the next waterfall, slow down in midair (by pressing Left) and land directly onto the peach-colored Wee Board Jump'oline; the Wee Board Jump'oline will

bounce you upward. You should slow your airspeed a bit to come down through two Dream Stones and the first Momett Doll Bell.

1st Momett Doll Bell Location

Located before the first tunnel on the last step of the multi-colored boardwalk. You do not need to shoot the bubble to break it. Simply surf right through it to obtain the first **Momett Doll Bell**.



After the Momett Doll Bell, it's a cakewalk to the tunnel. Maintain a constant speed and you can pass right under both Mega Spikers and pick up the last of the Dream Stones before entering the darkness.



DIGON ATTACK! THREE FLYING DREAM STONES







After you pass through the first Memory Clock you'll drop over a huge waterfall and begin to surf toward the camera. Now you can see Klonoa's smiling face. However, the controls change as well. To speed up and slow down you press Down and Up. Although the Digons are after you, you don't need to speed up, they'll pass you no matter what you do. But, you do need to move left and

right to avoid collisions. Behind the first three Digons are two flying Dream Stones, one slightly behind the other on the right. Let the first Digon pass on your left and then get between the next two Digons to line up with the winged Dream Stone. Let the Dream Stone hit your backside. Then turn to the right to collect the second Dream Stone.

The next school of three Digons has one flying Dream Stone tailing behind them. Let the first Digon pass you on the right and then cut over to the right behind him to collect the last flying Dream Stone.



OA 2 LUNATEA'S VEIL VISION 4

2nd Momett Doll Bell Location

Atter surviving the Digon attack and the drop down the second large waterfall woull return to the side-scrolling view once again. Don't alter your speed as you string through the Whirlwind. Jump and hover just before you reach the first of Dream Stones and then shoot the second Momett Doll Bell.





3rd Momett Doll Bell Location





Upon leaving the tunnel, pop through the Memory Clock; you'll go over another waterfall. As you exit the lagoon below, you'll come to two peach-colored Wee Board Jump'olines, the second Wee Board Jump'oline will allow you to jump into the air to reach the third **Momett Doll Bell**.

GREEN MOO BOARDERS



Bell.

to

you

re



Past the biggest waterfall drop you'll see a Memory Clock and three Moo Boarders (Water).

Activate the Memory Clock and speed up to grab the closest Moo Boarders (Water) and hold onto him until you reach three Dream Stones to the right. They'll be pointing towards an overhanging vine. Run through the Dream Stones and then use the Moo to Double Jump up through the vine to claim

a Large Dream Stone. When you land, cut to

doser of two newcomer Moo Boarders and grab it. Use the Moo to Double Through the overhanging vine on the left to grab a shining Momett Bell.





4th Momett Doll Bell Location



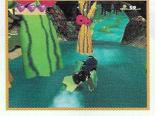
Just past the second set of Moo Boarders (Water) you'll see the fourth Momett Doll Bell in a low hanging vine. Use the first Moo in the second group to Double Jump and sail through the vine to nab the fourth **Momett Doll Bell**.



After obtaining the Momett Doll Bell, grab the remaining Moo Boarder and hold onto him as you pass through a row of four Dream Stones. There's a Large Dream Stone on the same side where the Momett Doll Bell once stood. Double Jump through the vine and take the Dream Stone.

Immediately upon landing, you'll have to line up to get the next row of four Dream Stones and then either take the damage and run through the rightmost orange seaweed or try to go between them and line up with a row of four Dream Stones. If

re blinking with damage, you can still pick up Dream Stones. Avoid the surfacing Digon by darting to the left of the Mirror Spirit Challenge is just mead.





Mirror Spirit Challenge

Challenge Goal: 26 Dream Stones

This challenge is pretty easy as long as you can navigate the curvy slope. Beyond the fourth Momett Doll Bell—and a jumping Digon—you'll see the Mirror Spirit on the closest edge of a curvy rock-ramp. Run through the spirit and increase your speed by pressing Up. Collect every one of the Dream Stones along the S-







shaped slope and jump from the far edge to claim the Large Dream Stone. Remain in the air a moment longer by continuing to press the jump button and hover to the left to avoid the attacking Digon. If done correctly, you should end up with 26 Dream Stones from this challenge.

5th Momett Doll Bell Location





Just beyond the Mirror Spirit Challenge you'll find another Memory Clock. You'll see two Moo Boarders (Water) immediately after. Pick up the nearest Moo and use him to Double Jump into the overhanging vine where you'll find the fifth **Momett Doll Bell**.

CHASING TAT





After encountering the blue Tat (and the uncomfortable silence of two fighting for the affection of Klonoa), you'll begin the second phase of Jungle Slider. This area of the ride will loop itself over and over until shoot and grab Tat. So, obtaining all the Dream Stones and the remaining Momett Doll Bell from this area is not hard at all. If you follow closely behind Tat, she'll lead you up the ramps that contain the remaining Descent Stones and she'll also lead you through the health-stealing weeds...so careful.

Just remember that all the Dream Stones are on the wooden ramps and not to capture Tat until all Dream Stones and the remaining Momett Doll Bell are in your possession. At the end of the ride you'll be shot to the beginning of the Chase section of the ride to try it all over again. To capture Tat, speed up and keep shooting at her with the Wind Bullet until you succeed.







6th Momett Doll Bell Location





The last Momett Doll Bell is located on top of the wooden support hanging one the ride. When you see the one and only Moo Boarders (Water), pick him up allook above the overhang. Do a Double Jump before you come to the overhang and then sail over the top of it and into the **Momett Doll Bell** that sits there

BOSS BAFTLE SLEPTIO

THE FLOWER CLOWN



Joilant Plaza









LEPTIO PHASE 1



Leptio the Flower Clown separates into four clones that jump around the circular stage waiting for your first move. Take the nearest Moo and throw it at any one of the clowns. If you're lucky, you'll hit the correct clown with your first try, if not, the clown you hit will bounce the Moo back off its hard shell. When this happens, lights will appear from the heavens and shine down on one of the four clowns. The illuminated one is the clown you need to knock over. The clown that spins in

mid-air is the correct clown to hit.



You'll have to jump over the dim clowns, when they become still for a second, to get to a Moo and to get to the clown that bathes in the spotlights. You must hurry and hit this clown before they all gather together above the stage and twirl around. They do this to make you lose sight of the correct clown.

When you hit the illuminated clown, he'll turn on his side and barrel-roll over the Moos and remaining clowns. Take another Moo and hit the rolling clown as

he nears or jump over him if you don't have a Moo. Each time you hit him, he'll change directions and increase his momentum. Hit him a total of seven times and you'll enter Phase 2. If you take too long to hit him, he'll join his three clown cronies above the stage, mix up, land and expect you to find the correct clown to hit once more. Repeat the first few steps to find and roll the spotlit clown.



Lucky 7: You'll need a total of seven hits to enter Stage 2.

NOTE

LEPTIO PHASE 2

After the seventh successful hit, Leptio will hide inside a circus tent armed with multiple spike ropes. When the Boss lands on the stage, hit him with a Moo to knock him over. If you allow the Boss to run around freely without knocking him over, he'll jump into the air twice. Upon his second landing, he'll shoot two wave attacks in opposite directions. Jump over these and knock him over as soon as you can.

Once Leptio is rolling around on his side, pick up a Moo and throw it at him when he's on the opposite side of the stage. A successful throw will hit the underside of the Boss inside the tent and cause one hitpoint of damage. Repeat this three times; victory and the stolen Element will be yours.









AFTERMATH

After the battle, Leorina and Tat appear and don't seem to mind returning the Element. They even claim to have retrieved data from Klonoa's ring. When control returns to you, shoot the Bell with the ring to obtain the second Element.



Lolo says she's going to keep this one safe from thieves.





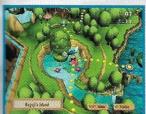
NOTE

Momett House: From here, a path will open to the Momett House where you can currently view your collected Masterpieces and play the first two Bosses in a timed challenge.





Baguji's Island



After defeating Leptio the Flower Clown, head back to Baguji's Island and speak with the prophet. After learning that Leorina was after the ring data, Baguii the Wise has a vision and shares it with the adventurers. You're now to follow the path to the warring kingdom,

Volk and its Bell.



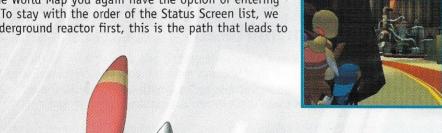


Volk Hall



When you leave Baquji's Island, a path will appear into Volk. Follow it and enter Volk Hall Inside you'll find the Bell of Discord, but around the corner, your party finds that Leorina has beaten you there and is trying to copy Klonoa's ring. She doesn't have enough power to accomplish the task...uckly. Tat is sent to check on the status of the two reactors in the city, one above and one below ground. She's ordered to overload them if that's what it will take to get enough power to copy the ring.

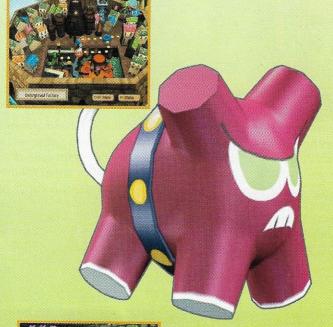
When you return to the World Map you again have the option of entering two different Visions. To stay with the order of the Status Screen list, we chose to go to the underground reactor first, this is the path that leads to the south.







Underground Factory ~Bowels of the City~



Difficulty



Overview

The Underground Factory isn't too difficult to get through since there aren't many puzzles that hinder your progression through the Vision. However, the second Mirror Spirit Challenge is difficult and one of the Momett



Doll Bells can easily be overlooked. Once you've completed 100% of this Vision you'll be begging to see the sunlight once again.



Enemies Encountered

There are quite a few new faces underground and a great many of them will stick with you for the rest of the game. Here you will meet the Volk Moo, Folbies, Excite Boomies and Boomies. The difference in Boomies is the length of their fuse. The reddish brown Boomies take longer to explode and don't begin to countdown until picked up.

Vision Strategy

With the addition of new enemies and their uses come new types of puzzles to solve. The Boomies play a major role in puzzle solving in the Underground Factory. They can be thrown without exploding which buys time to take care of other tasks before they detonate. You'll see some familiar puzzles, such as feeding Ow-Gow, bursting Giant Moos for Dream Stones, and using enemies to break Boxes. Most of the puzzles involve the usage of the new Boomies so read on for extra help in that area.



Detailed Strategy

After breezing through the first floor of the Underground Factory, feeding the Ow-Gow, and collecting 15 Dream Stones as you drop into the shaft, you'll come upon the Giant Moo and the Shielded Moo. Pop open the Giant Moo before jumping on it to the next ledge while holding the Shielded Moo. You don't want to leave the nine Dream Stones from it behind!





Just after that you'll find the Memory Clock and run into the two Ow-Gows where you'll have to quickly throw two Volk Moos to pass by unscathed.

1st Momett Doll Bell Location

Just beyond the first Memory Clock and the dual Ow-Gow ledge you'll find the first Momett Doll Bell floating above a couple small metal grate walkways. These have to be jumped across to avoid falling into the sewage. Above each grated platform is a Folbie. Use the first one after it lands face down in the walkway to jump up and shoot the **Momett Doll Bell!**



VISION 5



Continue navigating the grated platforms until you reach the stone path and the Zippoe. Use the Zippoe to Double Jump up to the ledge and take the key that goes to the barricaded door below the same ledge the key was found on.

FIRST OF THE BOOMIE PUZZLES

After unlocking the first door and finding a Memory Clock, you'll come across an Excite Boomie down the path to the right. As soon as you near him, the five-second timer on the Excite Boomie's fuse will begin. You don't have to touch it to begin this countdown! Pick up the Excite Boomie and throw it at the Boomie Rock blocking the path. Stand a fair distance away from the Excite Boomie and when it finally explodes so to will the Boomie Rock.







The Excite Boomie on the next ledge down should be thrown into the background to the Switch near the center of the gate. This will unlock the next door.

On the next ledge down you'll encounter a Boomie. Besides being slightly larger, these bombs have a fuse that lasts three times as long (15 seconds). Throw the Boomie at the next Boomie Rock and wait until it's cleared. Pick up another Boomie and throw it under the girder where the Boomie





Fock used to be. It'll hit the rail and come to a stop. Use the Boomie for a Double Jump up to the next ledge before it explodes.

2nd Momett Doll Bell Location



One of the hardest Momett Doll Bells to find is located below on top of the girder that was blocked by a Boomie Rock. It's the very same area where you encountered the Boomie for the first time. Use the following Boomie on the next and higher ledge near the Fordon to Double Jump back to the left and to the top of the girder where you'll find the second **Momett Doll Bell**.

FORDON TO FORDON: THREE DREAM STONES & A KEY

After securing the second Momett Doll Bell from the tall girder, throw the Boomie into the background near the distant Fordon. Enter the Fordon to the









right to rocket into the other area. Use the Boomie you threw over there to Double Jump into the three Dream Stones and then quickly pick up the same Boomie and use him to blow up the Boomie Rock on the ledge to the right. Behind that Boomie Rock the key to the next door. You have 15 seconds to pull this off correctly or you'll have to go back and forth for more Boomies. Fordon back to the foreground and use the key on the door to the right.

ARE BOOMIES DOOR KEYS?







Pick up the Boomie first and throw him into t background on the opposite ledge. Use the sh fused Excite Boomie as a Double Jump to reach the Fordon on the next ledge. Once on the opposite side of the room, pick up the Boomie jump onto the Wee Jump'oline and throw the bomb at the Boomie Rock on the path. Beyon that obstruction is the key that opens the double to the left on that side of the room.

Mirror Spirit Challenge #1

Challenge Goal: Ten Dream Stones

This is the easiest Mirror Spirit Challenge in the game. All you have to do is not pop the Mirror Spirit's bubble until the first cart is coming toward you. After you pop the Mirror Spirit bubble jump from cart to cart collecting the five Dream Stones above them. You don't even need to make it through the following Whirlwind and to the next Large Dream Stone during this timed challenge.





3rd Momett Doll Bell Location



The third Momett Doll Bell is located above the cables that the carts move along in the first Mirror Spirit Challenge. Take the Flying Moo from the opposite side of the lava pit and return to the area below the Momett Doll Bell. Use the Flying Moo to Double Jump into the air and quickly shoot the third Momett Doll Bell to add it to your collection.

4th Momett Doll Bell Location

The fourth Momett Doll Bell is in the conveyor room, which is the room you enter right after the lava room where the third Momett Doll Bell was found. Use the Wee Jump'oline to access the upper conveyor level, take the Flying Moo and hop along the conveyor picking up the five Dream Stones on the way to the Momett Doll Bell along the left wall. Use the Flying Moo to Double Jump to reach the Momett Doll Bell. Use three more Flying Moos to break up the Boxes





reach the **Momett Doll Bell**. Use three more Flying Moos to break up the Boxes between conveyors to find five Large Dream Stones!



5th Momett Doll Bell Location

The fifth Momett Doll Bell rests in the blue tunnel where Klonoa encounters the gas pipe hazard ride. Remain in the center of the floating platform while jumping over the ignited gas leaks. Jump up and shoot the **Momett Doll Bell** bubble near the end of the challenge.

MINI-BOSS: ROBO-TAT

Exiting the gaseous tunnel, Klonoa runs into Tat who's up to no good...again. Tat jumps

into one of eight holes in the stage and up come eight huge Robo-Tats. The object is to pick up a Moo and throw it at the Robo-Tats that have the yellow light bulbs before they throw them. You can throw in every direction and you can hurdle over the thrown light bulbs. Successfully hit six bulb-holding Robo-Tats and you win the challenge.







LAVA CABLE CAR CHALLENGE: 57 DREAM STONES



After beating Robo-Tat you'll enter a lava filled room with a plethora of Dream Stones. After picking up the first five Dream Stones and reaching the Memory Clock, pick up the Volk Moo and jump onto the platforms one after the other until you reach the cable car.

The platforms will only stay solid for two seconds after you touch them and will reappear after an equal amount of time. Quickly run and jump from platform to platform before they disappear. Jump to the Flying Moo and grab him; Double Jump from him (in the air) as soon as you have a hold of him. You need to reach the Large Dream Stone and land on the next platform.







Keep an eye out for the platform near the surface of the lava in the center of the ride. When you see it, walk off the back of the cart as you pass by

them and jump to the Fan Grass to the left of the platform after collecting the three Large Dream Stones.

The Fan Grass will push you up to the next three platforms. From the last platform, jump into the Whirlwind and you'll be rocketed to firm ground once again.

Mirror Spirit Challenge #2

Challenge Goal: 12 Dream Stones

At the far-left side of the lava room, after collecting 57 Dream Stones from the last Memory Clock through the cable car challenge, you'll see the Mirror Spirit bubble at the end of the rounded pathway.

This challenge is tricky! Take the Flying Moo from the pathway and Double Jump to the edge of the conveyor belt above without touching any Dream Stones.





Walk on the conveyor against the current and take the Flying Moo from against the back wall. Walk back over the edge and stand next to the regenerated first Flying Moo. Turn to the left and throw the Flying Moo from the conveyor at the Mirror Spirit's bubble.

As the Flying Moo is reaching the Mirror Spirit's bubble, turn and use the first Flying Moo to Double Jump back to the same conveyor, but this time collect the first three Dream Stones and the regenerated Flying Moo near the back wall.





Use this Flying Moo to Double Jump up to the next conveyor to the right and quickly collect the last three Dream Stones. Continue using the Flying Moos to reach the top of the conveyor and use the Fordon to get out of this area.





BOMBS AWAY: NINE DREAM STONES AND A KEY





After rocketing to the Memory Clock from the Mirror Spirit Area, walk to the left end of the grating after the line of Excite Boomies explode.

Pick up the Boomie near the Wee Jump'oline and bounce to the higher ledge on the left without using the Boomie. Throw the Boomie into the background on the opposite ledge. If you hit the Giant Moo and it explodes, collect the Dream Stones that appear on your ledge before using the Fordon to access the opposite ledge. If the Dream Stones appear on the far ledge, use the Fordon to fly over there and get them before the next Giant Moo lands on them or before they simply disappear.





6th Momett Doll Bell Location

From the previous challenge (Bombs Away), Fordon back to the original side of the room and take another Boomie and throw it across the room again, but don't try to kill the second Giant Moo. Fordon over there and stun the Giant Moo, pick up the Boomie, bounce off the stunned Giant Moo and Double Jump to the last Momett Doll Bell.







SLIDING TIP: TEN DREAM STONES





The last of the Dream Stones are located on the down sloping ramp at the end of the Vision. To slow down on the slide, turn and face the opposite direction (right) and continue to push to the right as you perform little hops to tag the Dream Stones. If you miss one, there's no turning back and you need every one of them to get 150 Dream Stones total.

REACTOR SHUTDOWN

Once you make it all the way through the Underground Factory, Klonoa, Lolo and Popka shutdown the Reactor and set off for the surface to find the Reactor in Volk City.









Volk City ~Through the Crossfire~



Difficulty





Enemies Encountered

Besides the Volk Moos, which you already encountered in the Underground Factory, the harsh Elements of Volk City have evolved a variety of durable enemies such as the Glibz Phalanx, Glibz Quad Fordons, Spindles, Armored



Moo (Gold), Armored Moo (Silver) and Erbils. Check the enemy section of the Chapter 1 to get the whole story on these baddies.

Overview

Volk City is a really cool level, visually and with respect to the gameplay! You begin inside the city sewers until you find a way out, then you run amok on the city streets where the townsfolk are in a constant state



of war. Explosions, fires, and mayhem are all common occurrences in the warring Volk City. Ultimately, you'll scramble from rooftop to rooftop until you drop in on a locomotive that's headed for the second Reactor. Exciting stuff!

Vision Strategy

learn how to solve the tough ones.

As with the underworld of Volk City, the addition of new enemies and their special qualities introduces new types of puzzles to solve. Erbils are the most crucial to understand in this Vision. Luckily the Mirror Spirit Challenges aren't difficult, but the length of this level will more than make up for that. There are two new enemies that must be dealt with in a unique way. The Moos with Armor must be hit with another enemy to be forced to shed their armor; underneath is just a normal Moo and you know how to deal with those. The Spindles cannot be touched unless you enjoy absorbing damage! You must jump over them and drop an enemy on their heads to destroy them. With this knowledge, you can make it through the easier puzzles in Volk City. Read on to

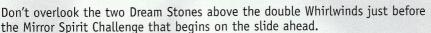


Detailed Strategy



First things first, take two Volk Moos one after the other and Double Jump above the two Boxes in the floor. This will throw the Volk Moos through the Boxes and allow you access to the sewer. Yay. The sewer.

Down below, take the Volk Moo and Double Jump over the lower pathway to take out the Spindle while grabbing a Dream Stone in the possess. With the Spindle out of the way, you can safely make it under the pipe to the rest of the sewer.





Mirror Spirit Challenge #1

Challenge Goal: Ten Dream Stones



Luckily, this challenge is before the first Memory Clock so if you screw up you can restart the level and not lose any extra lives trying to get it right. It's not that tough because there are only five Dream Stones that you need to get, the sixth stone is a Large Dream Stone and you don't need to get that one during the challenge as long as you collect all the stones from here to the Reactor.



As you approach the Mirror Spirit's bubble, don't pop it until it appears that you're just passing it. This will buy you a fraction of a second—which you may need. Press the Left Analog Stick or Directional Buttons to speed up your descent down the slide. Jump up to each Dream Stone as you near it. Try to avoid the two Armored Moos walking up the slope. However, don't let it eclipse your goal; you can handle some damage, there are plenty of hearts in these Visions—more than enough.



If you can make it to the Large Dream Stone beyond the Goomi during the time allotted, it'll be icing on the cake. If not, don't sweat it. You can still get 150 Dream Stones without that one being doubled.

1st Momett Doll Bell Location

In the middle of the first Mirror Spirit Challenge, you can easily shoot the first Momett Doll Bell bubble above the slide and not miss a beat during this timed tribulation. Shoot at the bubble as you're on your descent from the Dream Stone just before it to begin this level's collection...Momett Doll Bell acquired.



Mirror Spirit Challenge #2

Challenge Goal: 20 Dream Stones





Wow! These challenges are close together. After finding the first Memory Clock, you'll come to the series of three Wee Jump'olines in the sludge. Use the second one to match the height of the Teton and (once you have a hold of it) fly up into the Fordon that'll deliver you to the Mirror Spirit Challenge. Encircling the pillar that you're standing on are multiple Wee Jump'olines with Dream Stones floating above them. Run past the Mirror Spirit bubble and pop it at the last second to get all that you can out of the allotted time.

Jump down onto the Wee Jump'oline picking up the first Dream Stone on the way. Jump high enough to come down onto the first Dream Stone in the stack above the next Wee Jump'oline, that way you won't have to jump straight up from it to get any missed ones. Do the same thing with the next Wee Jump'oline as well. Collect the Dream Stones from the top down.

When jumping down to the single Dream Stone near the first Whirlwind, make sure to dive into the Dream Stone and then pull to the left to make Klonoa enter the first Whirlwind. This will push you into the bottom of the second Whirlwind and up into two more Dream Stones above it.

Grab the Teton and fly to the upper scaffold to the Fordon. If you miss, the next critter that regenerates out of the sky will be a Flying Moo; so don't forget what you have a hold of if that's the case. The regeneration here alternates from Tetons to Flying Moos!



Once you return to the first Fordon, head right across the Wee Jump'olines and into the next room through the open doorway. The Jetimo in the next room area will be your escape to the outside Volk City.



IN THE HEAT OF IT ALL

Beware of the fire in Volk City; you'll die if you bathe in it! The first jump you make in Volk City is over fire and you must latch onto the Goomi and then jump straight up in the air to reach the Large Dream Stone. If you can, push to the right in the apex of your jump to make it to the next sab, if you can't make it, grab onto the Goomi again as you come down, anyou'll burn!





2nd Momett Doll Bell Location





After throwing a Moo at the Glibz Phalanx, or scooting under its fire and grabbing and throwing the Glibz Phalanx itself, you'll come to a small burrow where you'll see a Moo and a Armored Moo (Silver). Throw the Moo at the Armored Moo (Silver) to remove its armor. Throw the Moo at the Ngapoko Egg (towards the camera or you). Inside the Ngapoko Egg is the second **Momett Doll Bell**.

WALKING THE BEAT: THREE DREAM STONES

around the corner from the second Glibz Phalanx and the two Dream Stones above it you'll see a mored Moo (Silver) and a Shielded Moo strolling up the sidewalk. Jump behind the Shielded Moo with shield away from you and pick him up. Use him to Double Jump into the three Dream Stones above alley where the Armored Moo (Silver) disappears.



3rd Momett Doll Bell Location





Around the next corner from the two Moos walking the beat are a couple of Glibz Phalanx on a roof shooting missiles down onto the battered sidewalk. Grab the two Dream Stones on the first cement block and jump down to the Volk Moo and pick him up. Use a single jump to the second block when the bombing is focused on the first block. Perform a Double Jump through the two Dream Stones and up to the Momett Doll Bell bubble. Pop the bubble. Win the Momett Doll Bell!

THE LONE DREAM STONE



Just beyond the third Momett Doll Bell is a Big Jump'oline that launches you practically to the Moonl you look down you'll see that on top of the gray arch below there sits a **1UP Coin** and a single Dream Stone. So, make this your landing site! Jump and hover across the rest of the fire burning below to the next fire-free sidewalk.

SPINDLES: NINE DREAM STONES

Make sure that you always crack open the big guys! The Giant Spindle in the park has nine Dream Stones inside just as a Giant Moo would. Break him open from above using the Jump'oline and the Flying Moo above him.



RETURNING TO THE SEWERS: 12 DREAM STONES





After reaching the Memory Clock past the park you'll have to use the Wee Jump'olines in the sewer water to cross the channel. Make sure to jump over the roving Spiker. Use the Flying Moo to grasp and Double Jump all in one midair move to reach the opposite end of the channel. Follow the patto the manhole and jump in collecting the last three Dream Stones from this section of town.

ERBILS: SIX DREAM STONES

Back in the city drainage system you'll have your first encounter with an Erbil. Pick them up and Double Jump with them as you would any other critter and watch the show of radiance you two create! It's a beautiful thing. Use this enemy to reach higher limits than just your average enemy can do for you. Pick up the first Erbil and jump up on your own merits; at the apex of your single jump, push the jump button again to skyrocket through the Boxes above your head.





On the structure above you'll find three Dream Stones. Head to the right and use the Volk Moo to break through the next Box and jump down through the hole you created, taking the following three Dream Stones on your way back to the floor.



4th Momett Doll Bell Location

In the second sewer use the second Erbil to shoot through the flock of Flying Moos and up to the following ledge. Take a Flying Moo or the Volk Moo and use it to Double Jump up to the third Erbil and capture it.







Use the Erbil to break through the Boxes above (between the flock of Flying Moos and the third Erbil you're holding). On the top of the wooden platform, you'll find a Goomi surrounded by six Dream Stones and the fourth Momett Doll Bell. Do your thing Klonoa! Afterwards, use the Jetimo to enter the Volk City warehouse.

5th Momett Doll Bell Location

As you use the Jetimo to exit the manhole, begin heading to the right so that you're carried closer to the fifth Momett Doll Bell and the string of five Dream Stones. Once the Jetimo lets you go, you'll need to jump and hover closer to the Momett Doll Bell bubble in order to reach it, pop it and collect the Dream Stones on your way down to the Memory Clock.



WAREHOUSE ERBIL PUZZLE: SEVEN DREAM STONES



After collecting the fifth Momett Doll Bell and the five Dream Stones below it, you'll find yourself in a burning warehouse with an Erbil dead ahead. Pick up the Erbil and jump down into the fire and land on

the Wee Jump'oline. Allow the Wee Jump'oline to push you up to the next platform without using a Double Jump. You have to lean to the right to make this happen. You must hold onto the Erbil until you reach the Box, that's two Wee Jump'olines to use before you reach it. Jump over the Spiker with a single jump and get the two Dream Stones from the same platform.



Rocket through the Box above at the end of the walkways and enter the Fordon. Use the Jetimo in the next room to reach the great outdoors once more. Only this time, you'll traversing the rooftops, so grab a chimney Sweep! Or not.

Momett Doll Bell Location

Once on the rooftop, head right and use the Wee Jump'olines and Whirlwind to further your flight to the right. Floating near the seventh Wee Jump'oline (past the purple rooftop) is the last Momett Doll Bell. Continue to jump up and down on the seventh Wee Jump'oline until you can shoot the Momett Doll Bell bubble that's lingering in front of the Wee Jump'oline.





Acrobatics: 14 Dream Stones







Through the Fordon you'll reach the rooftop. You'll encounter a bunch of Jump'olines, Whirlwinds and Flying Moos all used together in different combinations to bounce you to your destination. Along the way there are 14 Dream Stones to claim. As long as

you continue bouncing on just one Wee Jump'oline or atop a Whirlwind while you figure out your next move, you'll be in no danger of falling to your death.

ROOFTOP: 28 DREAM STONES

Again, you're faced with Wee Jump'olines, Whirlwinds and Goomis along the rooftop. Don't worry about the explosions in the background, they're all for show and pretty distracting, I might add. Make sure to get the nine Dream Stones from the Giant Spindle dropping the Volk Moo on top of it.



Make sure to get the nine stones from the Giant Moo using the Flying Moo floating above it. If you fail to pick up the two floating Dream Stones above the Giant Moo and can't find another enemy to pick up to reach the Wee Jump'olines again, head to the right and pick up one of the Glibz Quad Fordons from the columns ahead. This way you can reach the Wee Jump'olines and jump to the two Dream Stones.

Use the Whirlwinds to escape the Glibz Quad Fordons cannon attack and leap over the tower they're on. Further down the bunny trail you can enter a win-

dow of another warehouse and enter another Fordon. This Fordon will shoot you to the outskirts of Volk Tolk City to yet another Fordon.

Fiming it to the left, the last Fordon will shoot you straight up in the air through the railroad tracks and onto the top of the locomotive engine; begin pressing to the left to match its movement. If you don't you'll land on the hot coals in the back cars and die.







SHUTDOWN

Making it to the train safely allows Klonoa and gang to arrive at Volk City's upper Reactor. They easily shut down the reactors and are fooled into thinking

that they've saved the warring Volk City. They should have let the violent place burn down, if it were up to me. Now they're off and running back to the Bell of Discord. I wonder how it got its name located in such a nice town—yeah, right!





BOSS BATTLE WEBIETANKE BISKARSI



Volk Hall









When you return to Volk Hall to take the fake ring and the Element from the Bell of Discord, Leorina's gone but in her place is one of her mercenaries, the Volkan guard 'bot Biskarsh.





BISKARSH PHASE 1

As with previous Bosses, Biskarsh has two phases of battle. The first is what you see now. In his second form he transforms into a 4x4 monster tank that shoots guided missiles.

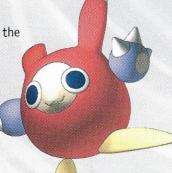


You remain somewhat safe when you're on the ground, because when he lands on top of you his shell doesn't touch you, but he will pop your captive. You can't win by standing around doing nothing though. You're susceptible to damage when you bounce around on the Big Jump'olines trying to line up a shot. You can take damage if he's above you when you jump or if you land on the shell of the tank.





As the Mobile Tank Biskarsh bounces around the stage, grab a Flying Moo, bounce on one of the two Big Jump'olines to line yourself up over the Boss, and then perform a Double Jump to throw your captive down on top of Biskarsh. Hit him five times and the transformation will ensue.



BISKARSH PHASE 2

Then Mobile Tank Biskarsh grows monster-truck tires, he'll begin his slow rolling attack from the back of the auditorium. Just before he reaches the stage, use the Jump'oline with a Flying Moo in hand and sail into the air above the Boss as before. Drop the bomb on him and watch as the tires fly from his chassis.







The best way to avoid the guided missiles is to keep moving. After you hit the second phase of the Boss twice, out come the tires again and he'll start his slow rolling attack from the back of the auditorium. Wait until he's close, as you did before, and initiate your attack. Three hits on the transformed Biskarsh and he'll go down.

AFTERMATH

This whole Boss Battle was a set up designed by Leorina to complete her research and data retrieval from Klonoa's ring! Now Leorina's ring is complete, and with it, she uses its new power to ring the Bell of Discord taking its Element. When the Reactors begin to malfunction, Leorina takes off to "save the world," but instead of making chase, Lolo confinces the party to save Volk from its impending annihilation.









Volkan Inferno ~Imminent Danger~



Difficulty



Overview

After returning to the World Map from Volk Hall where you abused Mobile Tank Biskarsh and discovered that Volk City is in some serious trouble, head back across the map to Volk City. It's now labeled, "Volkan Inferno."



The map is the same as the last but the challenge is quite different. For the most part, you're running from Berserker Biskarsh, who's pretty upset that you beat him the way you did. Ultimately, you're trying to make it back to the Reactors to save the town from destruction.

Enemies Encountered

As you run through the Volkan Inferno the same lineup of enemies you found the first time through will be there to greet you once again: Volk Moos, Glibz Phalanxs, Glibz Quad Fordons, Spindles, Armored Moo (Gold), Armored Moo (Silver) and Erbils.

Vision Strategy

Now that you know this city like the back of your hand, Namco wants to see how fast you can get through it and if you can pick up enough Dream Stones on the way. Half of the Vision is spent running from Berserker Biskarsh. When you're on the run, there are two things to keep in mind: make small jumps when possible, avoid hovering when you don't need to and keep pressing the Directional Buttons or Left Analog Stick to the right!

There are a few areas that require more skill than that, but we'll cover that in the detailed strategy. Also, this Vision is much easier to beat 100% if you go for the Momett Doll Bells with one play-through and the Dream Stones with another try (or tries). It's entirely possible to get everything at once, but slowing down to pick up Momett Doll Bells when you're trying to get Dream Stones—while trying to avoid being run over by Berserker Biskarsh—is just a little more than you may want to take on.

It's possible to get 152 Dream Stones in this Vision. If you nail the Mirror Spirit Challenge, you can only afford to miss two Dream Stones when running from the Berserker Biskarsh.

Detailed Strategy

LAMING SLOPE: 16 DREAM STONES



Right from the beginning you'll see the subtle changes with this Vision, but it's the same old Volk City you grew to love. After avoiding the first Glibz Quad Fordon's attack and grabbing the Large Dream Stone from above the first path of flames, you'll reach the slope that used to be a Mirror Spirit Challenge in the previous Vision. Only now, it's basking in flames and the only way through is to catch a ride on one of three Moo Balls.

Our suggestion is to ride on the middle of the three Moo Balls so that if you fall off you have a place to jump to for safety. Another reason to take the second Moo Ball is for the benefit of the last Whirlwind jump and having the first

Ball to land on. Up until then, all the Dream Stone collecting can be done from jumping off and arding back on one Moo Ball. Also, this collection of Dream Stones is so close to the beginning that if mess up and want to keep the amount of lives you have you can easily Retry the Vision.



1st Momett Doll Bell Location



At the end of the burning slope Moo Ball ride you'll see the first Momett Doll Bell looming above a Goomi. Jump from the Moo Ball to the Goomi and grab hold. Jump from the Goomi to the **Momett Doll Bell** and pop the bubble. Push right in midair to land on the wall with the Memory Clock.

Mirror Spirit Challenge

Challenge Goal: 14 to 16 Dream Stones

Cross carefully across the lava platform and Wee Jump'olines, the blue flame shooting out of the Flamie will get you every time if you don't pause before jumping over it. From the second Wee Jump'oline, jump up to the Teton to the Fordon and rocket to the distant tower where you played the second Mirror Spirit Challenge the last time you came through here.



You don't need to get the last two Dream Stones in the challenge time allotted, but that means you can only miss one Stone from here to the end. Start the Challenge by jumping over the Mirror Spirit's bubble and landing on the small step to the right of it.

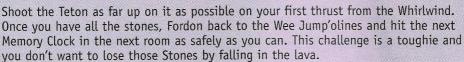
There are a few steps here: turn toward the Spirit, jump and pop the bubble, turn around, land on the same step and run and jump from the edge without using the extended hover jump. If you can get all the Stones without the hover you stand a better chance of claiming the last two Stones during the challenge time.



Jump from the edge of the step down to the first two Stones making sure to land on the top one first and then the bottom one. That's the procedure for all of these Stones. Quickly run and jump from the very edge of the second step down to the third. This time you may not have the same descending angle as the last but you can land right between the two Stones and get them at the same time.



Jump down from Whirlwind to Whirlwind without using the jump button. Just let them push you as you steer to the right. You have one chance to shoot the Teton near the top of it so you don't dip too low and run out of time.







RUNNING FROM THE BISKARSH: 48 DREAM STONES



Not counting the five Dream Stones that you can drop on from the Jetimo when you drop down onto the burning city streets, there are 48 Dream Stones ahead of you and a lot of pressure from behind you to get them all very quickly.

Biskarsh is alive! And he's right behind you. He's burning everything he passes and that'll include you if you slow down. Don't even try bouncing over him and letting him pass, everything behind him is ablaze and you won't survive.

For the most part, try to keep your thumb on the right Directional Button for

the duration, except for an occasional Stone or Momett Doll Bell retrieval.

When you jump from the first Wee Jump'oline on the sidewalk, jump onto it and land on its far right edge; keep pressing right so that you don't have to use a hover to grab the Large Dream Stone and the others below it above the first ledge.

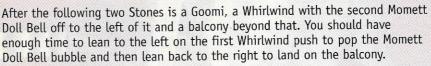


From the first Whirlwind, try to land before or directly on the next two Stones on the following ledge. Don't jump at all!

When you grab the Goomi, jump as soon as you have hold and try to grab the Teton at the bottom edge so when it dips from your weight it will carry you into the Dream Stones ahead. This is tough, but possible.



As soon as you're over the next ledge, throw the Teton away—you can run faster and you need to get all three Stones on the balcony. After the balcony there are two Whirlwinds with a Large and two Small Dream Stones above the second one. This is where you want to use a hover. Hover at the point where the first Whirlwind's push ends. It's faster than landing on the second Whirlwind and riding it up to get the Stones.











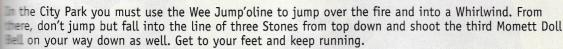
2nd Momett Doll Bell Location



It's before the last balcony in front of the City Park and above a Whirlwind. All this happens during the blazing Berserker Biskarsh city dash. You can always come back for the Momett Doll Bell after attempting to claim all the Stones or vice versa. Lean left off of the Whirlwind and grab the Momett Doll Bell.

LONOA 2 LUNATEA'S VEIL VISION 7

mp into the following Whirlwind and let it push you out to the right without a jump or hover, you'll me up with the following three Stones arranged at your angle of descent. Hit the Wee Jump'oline and bunce over the arch. It's not over yet. The creature will continue to follow you through the park and mer the channel and your only escape is down the manhole!





3rd Momett Doll Bell Location



get

It's in the City Park. Use the Whirlwinds to avoid the fire below the Momett Doll Bell bubble. Grabbing this **Momett Doll Bell** before trying to get all the Stones makes collecting all the Stones in the park easier for another time when you are ready for that challenge.

men you make it to the channel, you'll have to jump and hover to make it to the first Whirlwind and let the wind push you up to get the three Stones above it. Hover on the way down to reach the Jump'oline and then actually push the jump button from the first Wee Jump'oline to the second land on the top of the Stone stack and collect them on the way down. Jump onto the Big Jump'oline but don't linger in the air, get down on the pavement and run into the manhole making to grab the last three Stones on your way down.



WHERE'S THE MOMETT DOLL BELL?: EIGHT DREAM STONES & A 1 UP COIN

should know the sewer pretty well, but now, where the Momett Doll Bell and to be, six Stones and a **1 UP Coin** wait. Use the nearby Glibz Quad and to jump to the first of two Goomis and keep heading up to the top the structure to the Stones.



After collecting them, jump down and snag the Volk Moo. Use it to reach the Erbil and enter the Whirlwind gathering the two Stones above it. From the Whirlwind, jump down to the Jetimo and exit the sewer.





ROUND CONTROL TO MAJOR TOM: NINE DREAM STONES

Tocket out of the sewer, guide it into the hole in the ceiling and continue to push to the right the Jetimo disappears! As soon as you're on your own (in the air), press and hold the jump button over over to the string of Stones that's topped off by a Large Dream Stone. If you miss, place your—in the fire below and try again—if you have extra lives. The Glibz Quad Fordon on the wooden ay should be treated as the Erbil that was there in the previous vision. You need to carry him to eight end of the path to jump up into the Whirlwind and out of this warehouse.



FASTEN YOUR SEATBELTS: SIX DREAM STONES & A 1 UP COIN



As you find yourself high in the air again, lean to the right and hover over the closest and highest line of Dream Stones below. When you drop, drop through the 1 UP Coin and the first three Dream Stones below it and then push left (hover or no hover) to land on the offset three Dream Stones below. After the next Memory Clock the Boss will have caught up to you again.

NOT YOU AGAIN!

Berserker Biskarsh will chase you from here to the end of the Vision, but there's a break between the Fordon and building with the Memory Clock and the Castle at the end. There are two Jump'olines that can be jumped over and missed altogether that'll put you just far enough out of reach to buy you the time to collect all the Dream Stones from here on out.





As for the beginning of this chase, the Jump'olines and Whirlwinds that you bounce on before the next rooftop can all be hit by simply pressing right on the Directional Buttons or Left Analog Stick without ever laying a finger on the jump button!

The next row of Wee Jump'olines is the first in which you can actually sail over a non-essential Wee Jump'oline. This will buy you time for what lies ahead. Berserker Biskarsh assumes that you'll be hitting that Wee Jump'oline and continues at a constant pace. The Wee Jump'oline in question is the third



one. Jump from the first to the second and immediately press right. At your zenith, press and hold the jump button to flap on over to the fourth Wee Jump'oline. Jump from the fifth to the ledge and glance to see how far behind Berserker Biskarsh has fallen. You'll have ample time to get the fourth Momett Doll Bell near the Fordon.

4th Momett Doll Bell Location

This Momett Doll Bell awaits before the first Fordon in the second chase. It floats above a Whirlwind and if you skipped over one Wee Jump'oline before the Momett Doll Bell, you'll have plenty of time to take it!



DON'T YOU HAVE A HOME TO GO TO?!: 15 DREAM STONES



You thought the Fordon blast to the tower would lose your pursuer, but noooo! Run down the sloping walkway of the tower and grab three Stones on your way.



Make sure that you hit the Whirlwind near its center to be properly pushed to the next Jump'oline. When you're pushed from the powerful Jump'oline onto the next, you can grab five Stones on the way down and the Momett Doll Bell near the base of the Jump'oline.

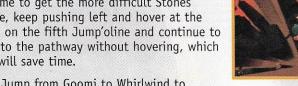
5th Momett Doll Bell Location

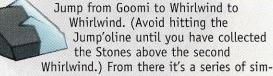
Look for this one near the third Jump'oline after the tower. The Momett Doll Bell can be obtained by shooting it as you descend from the previous Jump'oline or on take off from the Big Jump'oline it resides near. Timing is key.



After the fifth Momett Doll Bell, comes the fourth Big Jump'oline. This Big Jump'oline is the second, which can be skipped. You don't need it and not using it will buy you time to get the more difficult Stones ahead. From the Big Jump'oline, keep pushing left and hover at the

apex of your jump. Land on the fifth Jump'oline and continue to push left to make it to the pathway without hovering, which too will save time.





ple Jump'oline jumps to the next pathway, which you may have to hover for depending on your last jump.

Inside the next building are a Fordon and a Memory Clock. You're through the toughest of it, congratulations!





CASTLE ROOFTOP: 22 DREAM STONES

0





Berserker Biskarsh is still chasing you, but once you reach the castle it's easier. Go back and forth to get what you missed by jumping over the Boss using the Jump'olines or the Whirlwinds. Before you leave, make sure to get the last Momett Doll Bell located between the dual Whirlwinds. When you leave, make sure the Boss is bouncing up as you run under his torso or he'll damage you. He's protecting the last seven Stones by blocking your escape through the window. Don't let him succeed in doing so.

6th Momett Doll Bell Location

Located above and between the two Whirlwinds at the castle is the final Momett Doll Bell. Use the Whirlwinds to keep away from the Boss as well as propel you upward in order to pop the Momett Doll Bell bubble.



SHUTDOWN

Aw, Berserker Biskarsh followed you to the tracks and got himself into a little fender bender with a locomotive, not a bad plan. No one in the city thought about shutting down the Reactors themselves?! That's odd. Too busy fighting I guess. So, the big question is, "How did Leorina use the fake ring to take the Element without using a priestess?" Good question, go see Baquji the Wise, maybe he can shed some light on the subject.





Baquji's Island



Baquii the Wise seems unable to pick up any vibes on how the thief is using the ring without a priestess. However, he does know that the Bell of Indecision is in the land of Mira-Mira and that the only way there is through the Lake of Seclusion. This means you'll have to get there in some rickety old arc that may or may not even float! This adventure keeps getting better and better for a non-swimmer like Klonoa.



Ishras Ark ~On To Mira-Mira~



Enemies Encountered

Lancer Moos, Likuri, Armored Hoppin' Moos and Burnies are all new faces you'll see on the ark, the most ubiquitous being the Likuri. The Likuri are a major puzzle element on the ark and without understanding them, you



won't make it to the ark's three engines.

Difficulty



Overview

This Vision takes place on the ark that Baguji the Wise directed you to. There are three engines that must be powered up and each engine room requires a key to get inside. This Vision may take longer than others, but not



because of the difficulty; it's just that it's vast when compared to any you've encountered yet. Once you get the ark's engines up and running you'll be able to sail to the Mountains of Mira-Mira.

Vision Strategy

A good number of puzzles on the ark will seem recognizable until you stumble upon the Likuri. These yellow creatures alter colors with each consecutive enemy they're thrown at. Using a Likuri is the only way to break the Likuri Crystals that block certain paths and ignite the ark's engines. By matching the Likuri's color with that of a crystal, blocked pathways will be passable and engines will activate. Remember that there are three engines to activate and each engine room is locked. The keys to the doors are always nearby but there's backtracking involved for the first time in this game. Don't doubt yourself when you think you need to "go back" to an area.



Detailed Strategy

FROM THE BEGINNING: 22 DREAM STONES



The first twenty-two Dream Stones can be found before you rocket to the ark's exterior. Three Dream Stones are below the Jetimo that you grab using the previous Lancer Moo and the Jump'oline.

The next ten Stones can be had when you line the Jetimo up to shoot right through the center of the hole in the ceiling.







Don't forget to bust open the Giant Moo for its nine Dream Stones. Only one will yield Stone prizes. Jump off the next one to the series of Jump'olines and Fordons. This will take you to the ark's exterior and your first Likuri encounter.

KURI

the Likuri from the air and throw it at the Moo. The Likuri will fly mak into your hands. Now, with the Likuri the same color as the Likuri instal blocking the path you can throw it at the yellow Likuri Crystal to terate it.





Momett Doll Bell Location



The first Momett Doll Bell's among the 14 Dream Stones on the upper scaffold that lies against the ark's exterior. Use the Flying Moo below to Double Jump once you're in the air after using the Wee Jump'oline. Use the Goomi above to enter the Whirlwinds and, while bouncing from Whirlwind to Whirlwind, pop the bubble to collect the first Momett Doll Bell.

Momett Doll Bell Location

Just inside the ark you'll find a regenerating Moo that'll allow you to get the string of three Dream Stones above him and the three Dream Stones above the Whirlwind. Take the Likuri from the upper ledge and throw it at one of the Moos. As soon as you throw it, jump down off the ledge and enter the space below it before the Likuri returns so you can







make it through the small opening. Once the Likuri returns to your hands under the ledge, throw it out the window behind you at the Ngapoko Egg. Inside the Ngapoko Egg is the second Momett Doll Bell.

IKURI CRYSTAL: BLUE

moving the Likuri at multiple enemies changes the color of the Likuri with consistent results. A Likuri manges from yellow to blue to red. This order is constant with every Likuri Crystal. So hit both Moos the Likuri and then throw the blue Likuri at the blue Likuri Crystal blocking your passage to the Text Fordon.



SINE ROOM ONE



When you rocket across the ark's interior you'll land on a ledge right in front of the first engine room's doorway. The door is locked and a key that looks like the symbol on the door must be found. Use the Moo to jump up to the left ledges to access the wheels above. Head across the wheels using the Flying Moo to Double Jump from the third wheel to the following ledge. There you'll encounter another Likuri Crystal.

The Likuri must be red to break the Likuri Crystal blocking the path ahead. You must use the Likuri to absorb all three of the enemies on this ledge. Make sure

wou jump over the Spindles and throw the Likuri on top of their heads.



NOTE

Hold on Likuri: In some cases, you can actually hold a Likuri and touch certain enemies with it and watch it change colors in your hands. This is safer than throwing it when applicable. In this case, you can stand under the Goomi and jump or allow it to fly down into the Likuri you're holding. You can also walk up to a lot of the colored Likuri Crystals with the matching Likuri in your hands and when they touch they'll explode, causing you no damage.







After breaking through the red Likuri Crystal you'll encounter your first Burnie near the next ledge. This purple critter is surrounded by flames that orbit the orange ball he's holding onto. The flames radiate in and out from the center ball. When they're the furthest from the ball is when it's safe to jump into the ring of fire and shoot the ball to grab the Burnie. Use this enemy to Double Jump up to the ledge and then exit. Return to the locked engine room door once you've taken the key from the platform that juts off of the large outdoor wheel.

ENGINE ONE

The engine room puzzles all involve matching the Likuri and the Likuri Crystals inside the egg-shaped engines. In the first Engine Room, take the Likuri from the left ledge and Double Jump above the Spindle so that you land on the platform in front of the engine opening. Throw the charged yellow Likuri at the Flying Moo to the right and then Double Jump above the second Spindle with the blue Likuri and land on the







platform again. Throw the now red Likuri into the engine opening. This will ignite the engine and start the large gear outside moving. Return to the large moving wheel where you found the Engine Room key.

ENGINE WHEEL: SEVEN STONES





Get the Stones above the turning engine wheel outside. Use the Moo or the Flying Moo to Double Jump from the wheel's platform when it reaches the top. When you sail through the Stones, press right to drift back onto the platform as it nears the location of the Flying Moo. Use another Moo to Double Jump from the wheel's platform to the upper left edge. Shoot the red Switch to start the turbine and open the locked gate that leads to the next Fordon.

Mirror Spirit Challenge #1

Challenge Goal: 20 Dream Stones

Just after starting the first engine and turning the first turbine, you'll travel through multiple Fordons until you reach a ledge and a Jetimo inside the ark. When you fly up through the chute holding onto the Jetimo, press right to land on the right side of the chute onto the ledge above. **Do not fall through the string of Dream Stones!** You'll need these Dream Stones above the Memory Clock as part of the Mirror Spirit Challenge.



3rd Momett Doll Bell Location



In the background behind the leftmost Jump'oline in the Mirror Spirit Challenge you'll see a Ngapoko Egg. Use a Flying Moo while jumping on the Jump'oline to break open the egg to receive the third **Momett Doll Bell.**

UNOA 2 LUNATEA'S VEIL VISION 8

read to the leftmost Wee Jump'oline and mp up and pop the Mirror Spirit bubble and and on the Wee Jump'oline again. Jump in the other direction to the Flying Moo. Grab Flying Moo and land on the second Wee Jump'oline. Jump once from the Wee Jump'oline and then, as you begin to descend, se your hostage to Double Jump and land on the top of the five Dream Stones above the bird Wee Jump'oline.













Once you've landed on the Wee Jump'otine through the first five Stones jump back up and grab the second Flying Moo and allow yourself to land on the next Wee Jump'oline. Jump from this Wee Jump'oline and Double Jump in the air to the top of the last row of Dream Stones. If time runs out before you've collected the last Stone in the row, try again. You

can jump onto the Goomis to do yourself in if you want to. You need all ten Stones doubled in order to reach the 150 Stone total at the end of the Vision.

NGINE ROOM TWO

the Mirror Spirit Challenge is complete, use another Goomi to Double are across the chute and head over to the wheel to the right. Take the from the wheel's platform and jump back down the chute to unlock the econd engine room.





NGINE TWO







Remain on the top ledge in front of the egglooking engine and snag the Likuri. Throw it at the Moo behind the Spiker. Jump down to the next level and head to the left edge. Double Jump over the Moo below and land back on the same ledge you jumped from. With the blue Likuri in hand, hit the last Moo on your ledge. Jump onto the Wee Jump'oline, face the engine

throw the blue Likuri into the hole. This will start the engine and move the wheel upon which the key rests above.

your way back up through the chute, drop onto the stack of nine Dream Stones above the left walkway.



Grab the Likuri from the space in the wheel. Throw the Likuri at the three area Goomis to turn the it red. The tricky part is the Goomi behind the wheel since he's bobbing up and down. You stand a greater chance of missing this one than any, so you may want to start with that one first.

Once you have the red Likuri, use it to destroy the red Likuri Crystal blocking the path to the next turbine Switch.



IBZ PHALANXS: 11 DREAM STONES



Don't forget the Stones at the far left end of the upper ledge beyond the two Glibz Phalanxes. Walk through the attack when it pauses for a second and grab the first one to Double Jump to the top ledge. There are 11 Stones arranged in a circle that you don't want to miss out on.



On your way outside, make sure to get the three Dream Stones above the Goomi by jumping straight through the Dream Stones and then pushing towards the Goomi and grabbing hold again.

To get onto the lift outside, you need to shoot the Switch to lower it and then use the Excite Boomie to Double Jump up onto the lift while placing the Excite Boomie next to the Switch. When it explodes, it'll activate the lift and rise to the Fordon.



4th Momett Doll Bell Location





After rocketing from Engine area two across the ark to Engine area three, you'll see some Flying Moo Balls, Giant Sassamie and a Boomie on the same path you're on. Take the Boomie and bounce up to collect the two stacks of three Dream Stones and then throw him away or at the smaller Sassamie in the background. Take a fresh Boomie across the Flying Moo Balls to the right and to the ledges without a Double Jump. When you reach the ledges use the Boomie to Double Jump to the Momett Doll Bell on the second ledge. Return to the previous path and enter the ark.

5th Momett Doll Bell Location

Just inside the ark is a lift, a few Moos, a Mirror Spirit, a Ngapoko Egg and a Switch. You know what to do (sorry). Either throw the Moo at the Switch across the gap to lower the lift or jump the gap—either way works. On the other side, shoot the Moo at the Memory Clock. Pick up the next Moo and throw it at the Ngapoko Egg in the cubbyhole. Inside the egg is the fifth **Momett Doll Bell!** One more to go.



Mirror Spirit Challenge #2

Challenge Goal: 22 Dream Stones









From the Memory Clock, grab a Moo to Double Jump up to the lift Switch and quickly jump up to the rising lift. Once the lift comes to a stop, carefully jump between the right stack of Stones and the ledge with the

sleeping Moo on it. Grab the sleeping Moo and Double Jump over the Ngapoko Egg to release the Large Dream Stone. Make sure not to pick it up yet. It won't fade away. If it sails toward you from the egg breakage...move away. Return to the lift and stand under the Mirror Spirit. Jump up and pop the Mirror Spirit's bubble and then jump up to grab the nearby Flying Moo. Use your hostage to Double Jump up through the left stack of Stones while landing on the top of the right Stack as you fall back to the lift. With the timer still going, jump over to the right ledge and pick up the Large Dream Stone. You should get a total of 22 Dream Stones from this challenge alone.

ENGINE ROOM THREE



To the left of the fifth Momett Doll Bell cubby and the Mirror Spirit Challenge are the third Engine Roo Door, which is locked, and a series of Goomis. They must be navigated to make it to the top of the left conveyor belt.

On the conveyor, shoot the Flying Moos in the foreground and background in order to use them to Double Jump through the two stacks of three Dream Stones.



LONOA 2 LUNATEA'S VEIL VISION 8

rough the Fordon and onto the ark's piping are two Memory Clocks, which reans you'll be passing through here twice. Bust the lower Memory Clock and cross the water using the Goomis, swings, and Flying Moo until you're on the right ledge below the Erbil. The Momett Doll Bell that's above you over the top ledge can be gotten later. Make sure to pick up the stones on your ay out the door. You should have found 11 Dream Stones in this area.







Drop off the ledge outside and don't worry about the row of Stones on your way down; you'll be

back in a bit. Make your way to the bottom ledge, hit the Memory Clock and take the key from the lift. Drop through the space between the lift and the ledge into the Fordon. Return into the ark and head to the locked third Engine Room door. Enter the Engine Room with the key you found.

ENGINE THREE

Take the Likuri and throw it at the bottom Moo while standing close to the Goomi. Jump up onto the top ledge using the Goomi while the Likuri is on its way back from the Moo. Do the exact same thing on the upper deck as you did below. Once on the top level with the blue Likuri, throw it at the Flying Moo to the left. Throw the red Likuri into the Engine to start it and turn the wheel near the lift where you found the last key.





6th Momett Doll Bell Location



Return to the ark's pipes where the two Memory Clocks were. Once there, use the Flying Moo to Double Jump up to the Memory Clock and hit it. Pick up the Flying Moo again and carry him with you as you make your way back across the water on the swings. When you reach the last swing, use the Flying Moo to Double Jump in midair to the Erbil. Grab it and Double Jump from it as quickly as humanly possible. The end result should be you guiding the Klonoa rocket through the Box and to the last Momett Doll Bell.

ENDING THE VISION: NINE DREAM STONES

From the exterior ledge, jump far off the ledge and latch onto the Flying Moo. Immediately do a Double Jump and hover to land on the top of the Dream Stone stack as you fall to the ledge below. You should have nine more stones after that graceful fall. Down below, hit the Memory Clock from the rotating wheel. Shoot the Switch behind the wheel through the gap, grab a Moo and return to the wheel. Jump to the raised lift and use the Moo to Double Jump from the lift to the next ledge. All you have to do to end the Vision is hit the last Turbine Switch. That wasn't so bad was it?! Excellent! The ship sets sail for Mira-Mira.









- SIENE

Mts. of Mira-Mira ~Alpine Wonderland~



Enemies Encountered

Besides the Moo Boarders (Snow), you've seen all creatures on the Mountains of Mira-Mira before in previous levels. These Moos look similar to the Moo Boarders (Water) in Jungle Slider and are used to Double Jump up to needed items.

Difficulty



Overview

The ark lands ashore the Mountains of Mira-Mira where the crew discovers that all the roads that lead to the city are buried under fresh snow. Luckily, that sly Popka got the five-finger-discount on the rental board from the Jungle Slider ride at Joilant.

This Vision is short and is a great place to revisit when you want five extra lives quickly. We almost rated it at a difficulty of 2, but getting all those Dream Stones inside the dragon was a little frus-





trating, not to mention the last Mirror Spirit Challenge. All in all, you'll receive much enjoyment from this downhill snowboarding experience. So what're you waiting for? Strap on the boots and hit the powder!

Vision Strategy

Before you enter the mouth of the Snow Dragon, the level is not all that tough. So, if you miss anything before the Dragon tunnel, it's not too terrible to restart the level...unless you're trying to collect extra lives.

TIP

Need For Speed? For the most part, speed doesn't play a factor in Dream Stone collecting so go at the pace that feels right for you. If there's a need for speed, you'll see it in the detailed strategy.

The really difficult areas are the Snow Dragon Tunnel and the last Mirror Spirit Challenge, where your speed is an issue. The chances of you getting all the Dream Stones and Momett Doll Bells in one play-through are slim, but that's not a bad thing. Having the Momett Doll Bells out of the way, especially with the last Mirror Spirit Challenge, makes it easier to collect 150 Dream Stones. It's actually possible to get 155 Dream Stones in this Vision! Read on to find out how.

Detailed Strategy

HIT THE SNOW!: 14 DREAM STONES

first stretch of the mountain is easily overcome by going full speed. All the Dream Stones can be had without slowing down any crazy hovering jumps. For example, speeding through the first Whirlwind jump of five Dream Stones beside the Snow gon's head can be done without hovering or slowing down. Just push the Directional Buttons or Left Analog Stick to the right jump into the Whirlwind and keep up the speed as you pass through them. The wind's push and your velocity will do the

You could jump through slowly, hover jump and then speed up to grab the last Dream Stone, but why make it so complicational that's the way this Vision is played out. There are a variety of ways to collect the Dream Stones, so play at the speed you're mortable with.

Spikers and the jump over and under the and third Mega Spikers! No need to slow until you jump for the first Momett Doll





1st Momett Doll Bell Location



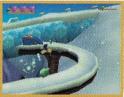


The first Momett Doll Bell is located in-between two Spikers just after a jump that follows the group of three Spikers. You can't miss it. Well, you could if you don't slow down. Make sure not to speed through this one, you could overshoot it. Slow down in midair and dive between the two Spikers to get the **Momett Doll Bell**.

Jumps

to Double Jump up through a line of Dream Stones. This is the case of the Moo located just beyond the first Momett Doll Bell. As you approach him, the to perform a small jump and grab. Depending on your speed you have to make the best time to use the Double Jump through the arrangement of Stones. These Dream Stones can be had at any speed, but why don't you slowly at first. There are few more areas on the slopes that require you to same maneuver.





Board Jump'olines



Beyond the first Momett Doll Bell, you'll hit a Board Jump'oline that will throw you up into the air. These won't automatically put you where you need to be. You must adjust air speed or direction to land where you want to land. If you're a speed demon coming off the first Board Jump'oline, make sure to sail over the Whirlwind before the next ledge. If you hit it, it'll throw you over the first Dream Stone on that ledge...not good. If you're going at a moderate speed then you won't even make it to the Whirlwind without a little jump and hover action.

ST CHECKPOINT



Just before the first Memory Clock is a Dream Stone peppered jump that can only be pulled off correctly by speeding through it. You can use a moderate speed for the first jump to the small section of slope with the three Dream Stones and to the Mega Spiker section, but that next jump in question must have some "oomph" behind it!

SNOW DRAGON TUNNEL: 15 DREAM STONES, A MOMETT DOLL BELL AND A 1 UP COIN



The Snow Dragon Tunnel is somewhat difficult for two reasons. For starters, the visual texture and spin ning can make it difficult to locate some Dream Stones in time to steer to them. Secondly, once you're lined up with a string of Dream Stones it's difficult to maintain that course because of the spinning arthe terrain. Take this challenge at a moderate speed.

Look for the first two Mega Spikers and make sure that you rotate in the tunnel so that they appear right side up. As you near the Mega Spikers, aim for the conduit that seems to head straight for

the second Mega Spiker. It's here that you'll see a line of three Dream Stones, but there are actually four. The fourth Dream Stone is spaced at a greater distance apart than the others and is camouflaged by the stained-qlass window, but it's there, at the end of the line.







As soon as you collect the fourth Dream Stone, cut hard to the left and begin making your way to the Heart ahead. Your next set of Dream Stones is just beyond the Heart. Don't try for the Heart though; i may throw you off course from the targeted Dream Stones.

After collecting the three Dream Stones, cut hard to the right and head between the Mega Spikers where you'll start with a **1 UP Coin** and run through an arrangement of three more Dream Stones.





Begin a hard cut to the left or right after collecting the previous three Dream Stones to make the top of the tunnel the bottom. Ahead and above

you is the second Momett Doll Bell. Run through the Momett Doll Bell and again cut to the left or right to make the top the bottom. Doing so will allow you pass directly under the Mega Spiker while collecting the Large Dream Stone. You should have found a total 15 Dream Stones in the tunne

2nd Momett Doll Bell Location

Inside the Snow Dragon Tunnel, you'll find the second **Momett Doll Bell** just before the last Mega Spiker and his Large Dream Stone.



EXIT THE DRAGON: 27 DREAM STONES







After leaving the Snow Dragon Tunnel, the challenges between here and the next Board Jump'oline have already presented themselves a slightly different form further back up the slope. There are a couple Double Jumps to be performed and a few jumps over a broken slope Just make sure that when you hit the next Boa Jump'oline you land on the Whirlwind because

inside of the little vortex is a Large Dream Stone! From the Dragon Tunnel to here you should've collected 27 Dream Stones.

3rd Momett Doll Bell Location

The second Wee Board Jump'oline after exiting the Snow Dragon will throw you into the air toward two Whirlwinds and the next ledge. The first Whirlwind houses the third **Momett Doll Bell**. Make sure to slow your airspeed accordingly to land directly onto the first of the two Whirlwinds.



22 DREAM STONES, A MOMETT DOLL BELL AND A 1 UP COIN

After grasping the third Momett Doll Bell you'll the biggest, bluest, most beautiful Big Board Jump'oline this side of Mira-Mira Mountain.

seyond that you'll find 22 Dream Stones laid out the snow, a 1 UP Coin in a tree and a Momett coll Bell, all this before the Fordon ride into the tunnel. Take this area at a moderate speed since there's a lot of weaving around trees







Twolved in order to pick up Dream Stones. The first Moo Boarder (Snow) you come to is not necessary—unless you really want the 1 **UP Coin** ahead of him in the trees. However, the second Moo Boarder (Snow) is crucial. Use him to Double Jump near the market to reach the fourth Momett Doll Bell. After that, its Fordon time!

4th Momett Doll Bell Location





Just before the Fordon and the second tunnel on the slopes you'll find the fourth Momett Doll Bell in the air above a creek. You need the Moo Boarder (Snow) to Double Jump high enough to pop the Momett Doll Bell bubble. If there's the slightest chance that you think you may miss it, use the Wind Bullet to grab for it! Another Momett Doll Bell!

CANDLESTICK TUNNEL: THREE DREAM STONES

Mega Spiker in the candlelit tunnel sometimes blocks your path to the three Dream Stones directly behind him. Don't let him antagonize you! There's a **Heart** at the tunnel's exit, so run right through him get those Dream Stones!



Mirror Spirit Challenge #1

Emallenge Goal: Ten Dream Stones





The first Mirror Spirit Challenge is the second easiest Mirror Spirit Challenge in the entire game. The next Vision's first Miror Spirit Challenge is the easiest, but there's a reason for that. First things first, grab one of the three Flying Moos outside of Candlestick Tunnel and ride with him for a bit until you see the chairlift with the Fordon on top of it. Double Jump up to the Fordon to take the upper path that lies ahead.

cruises through the air into the tower and exits the back door. Below is a wooden slope that around a very large, sparsely decorated Christmas tree. Jump through the Mirror Spirit before the bend and begin collecting the next five Dream Stones on the slope. They alternate from low to high jump up for every other one. You don't even have to speed on this challenge. Its super easy!



5th Momett Doll Bell Location

come to a series of Board Jump'olines. Guide the board in the direction of subsequent Board Jump'oline or you won't make it to the next. The fifth mett Doll Bell is located on the narrow right ledge of the forthcoming bridge. Sown on top of the Momett Doll Bell. Midair slowing may be necessary to overshooting the target.





6th Momett Doll Bell Location

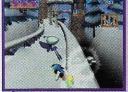
The last Momett Doll Bell's smack-dab in the middle of the bridge just beyond the fifth Momett Doll Bell. Why's it so easy to nab? Because it distracts you from the following Mirror Spirit Challenge! Take the **Momett Doll Bell** now and try to complete the Mirror Spirit Challenge another time or try the more difficult task of getting everything in one pass.



Mirror Spirit Challenge #2

Challenge Goal: 32 to 37 Dream Stones

The second Mirror Spirit Challenge is much more difficult than the first. The hardest part of the challenge is remaining on the slopes! The first three sets of Dream Stones sit on the narrow ledges on either side of the bridge. If you can go full speed after picking up the Mirror Spirit to the end of the course it's possible to pick up the last five Dream Stones while the challenge clock is still ticking! This means five extra Dream Stones if you've collected all the previous ones.



Begin by popping the Mirror Spirit's bubble and speeding up while cutting very hard to the left. Use a small bunny hop to get onto the ledge to collect the first three Dream Stones.

Cut right as you leave the ledge to head between the Spiker and the two funky snow-trees. Again, use a small hop close to the ledge to mount it and collect the next three Dream Stones.



Cut hard to the left and head between the next two snow-trees to glide up the gradient to the left ledge for three more Dream Stones.

Quickly hop off the ledge and head for the center of the road to collect the five middle Dream Stones. If the Spiker is in the way, run through him if you have the health to spare. So how did you do? Did you get 155 Dream Stones?



WHERE'S THE BELL OF INDECISION?





Uncertain where the Bell of Indecision is? Ironic isn't it?! Klonoa's line aboustopping to ask for directions in town is almost as funny as Popka ripping of the board. Popka spots a strange building in the distance that nobody remerbers seeing before. So there you have it, a goal has been determined, off to the strange building we go.

TASIEN I

Maze of Memories ~The Labyrinth of Illusions~





Overview

"Just as art is a reflection of the soul, these mirrors are reflections of our past. Why leave, if you can keep re-living bygone days."

If these words of the Mira-Miran aren't enough to freak you out, I don't know what will. The residents of Maze of Memories never venture outside; instead they gaze into the mirrors and reflect on past experiences, so they're pretty much clueless about the location of the Bell of Indecision. Lolo appears apprehensive to venture into this memory-extracting villa...why?





You can enter a portal and then travel on the ceiling and feel like you're still on the floor. The Labyrinth of Illusions has a very refreshing level design and the puzzles within are just as satisfying.

Vision Strategy

This Vision could have easily received a difficulty rating of three Dream Stones if it wasn't for the exigent Mirror Spirit Challenge near the end of the level. It's pure evil. No one should voluntarily put themselves through such hardship, but it's a challenge isn't it. And you can't let it get the better of you, can you?! More about that later.

Another facet of this level that distinguishes it from others is that there's a chunk of the labyrinth that can be overlooked if you aren't careful. In similar situations in previous levels we were clued in to an alternate route by the existence of a Fordon. This too will be explained in further detail in the following pages.

Extra Lives: It honestly took me over 60 extra lives to complete the second Mirror Spirit Challenge in this Vision, and I would like to think that I'm a little more than an average gamer, at least for your sake...you're getting tips from me. Go visit Jungle Slider and Mts. of Mira-Mira and just whip through them for the extra lives you can collect. Sincerely, you'll want at least 30 Extra Lives to get 150 Dream Stones in this Vision.

TTP

If you're not going to read the detailed strategy then make sure that you look up and down and into the foreground for Dream Stones and Ngapoko Eggs. You'll find items on the ceilings that can only be had when you turn the world upside-down. Look for strange shadows on the floor that could only be cast from an invisible Ngapoko Egg!

Detailed Strategy

FOREGROUND NGAPOKO EGG: FIVE DREAM STONES



Not five steps into the first level and you'll be able to uncover the first secret. Take the Burnie and throw it towards the camera (you) under the small arch and break the egg for a Large Dream Stone.

NOTE

Higher than Thou: Any of the enemies that are wandering around on the ceiling above you can't be grabbed even though you may be able to reach them.

1st Momett Doll Bell Location

In the initial room you'll spot the first Momett Doll Bell under the walkway just after the first block Switch. Jump over the hole in the floor and push the blue tombstone-shaped Switch at the end of the path to the right. This will flip the room upside-down and now you'll be right side up on the ceiling...if that makes any sense. You'll see. Grab the Burnie and Double Jump up through the hole in the upper ledge (that used to be the floor) and pop the Momett Doll Bell bubble.





ON THE ROCKS: SIX DREAM STONES

To get the six Dream Stones that float over the two blocks, pick up the Moo and Double Jump over the edge of the walkway over the yellow Switch. This will send the Moo crashing down on the Switch, which in turn materializes the center of the block. Now the rest is up to you.





DOUBLE TROUBLE: 20 DREAM STONES





When you reach the next two portals (the blue ones that are shaped like tombstones), you'll see three Large Dream Stones under the floor and one above in a nook.

Take the Burnie and Double Jump up to the single Large Dream Stone above you first, and then jump down, flip the room over while holding the Burni (or you can use the Lancer Moo once the room is flipped) and then jump into what used to be floor and take the three Large Dream Stones.

BOOMIE AND THE BLOCKS

To get by the double block barrier just beyond the first Memory Clock, shoot the yellow Switch to clear the first block and then pick up the Excite Boomie. Throw him down right beside the Switch. Run under the block and wait by the second cube until Boomie goes boom. This will trigger the Switch clearing the second cube and allowing you to pass into the next room.





ERBIL HAS LEFT THE BUILDING



The room with Erbil and the huge mirror on the back wall is the room that was discussed earlier in the Vision Strategy section. You could easily continue through this room after taking the Momett Doll Bell from the nook and head through the next door without blinking an eye. If you did, you would have missed a whole separate floor. Use the Erbil to rocket up to the step-like ledges in the center of the room; once on top, head through the door and into the next room.

2nd Momett Doll Bell Location

Use the Erbil to burst into the upper cubby near the yellow door along the right wall. Take the Momett Doll Bell...and the Heart if you need it.







Take the Likuri and hop over the Moo on your way to the yellow block Switch near the door on the right side of the room. Turn around and throw the Likuri at the Moo and shoot the Switch to materialize the block steps. Head up the steps and Double Jump up to the left side of the room above when the charged Likuri returns.

This checkerboard-floored room is a junction of sorts that leads to a hidden Momett Doll Bell and a Mirror Spirit Challenge in opposite directions. Let's do the Mirror Spirit Challenge first.

Mirror Spirit Challenge #1

Challenge Goal: 16 Dream Stones



On the left side of the room is a Glibz Quad Fordon that will materialize when you approach the checkered wall. Looking in the mirror on the back wall is the only way to know where he is. Pick him up and use him to Double Jump up to the left ledge and enter the next room.

This Mirror Spirit Challenge is the easiest Mirror Spirit Challenge in the game. Use the Jump'oline to access the upper ledges, pop the Mirror Spirit bubble and grab the Flying Moo from the air. Throw the Flying Moo down on the Giant Spindle using a Double Jump over the gap between the ledges. Drop down to the floor and pick up the Dream Stones and leave the room. See? Easy.



3rd Momett Doll Bell Location

After leaving the first Mirror Spirit Challenge room, pick up the Glibz Quad Fordon and enter the Whirlwind to be thrown to the right side of the room over the gap. Look for the small oval shadow on the carpet in front of the mirror on the right wall. Jump into the air while standing on the shadow and a Ngapoko Egg will appear. Use the Moo to break open the Ngapoko Egg and get the Momett Doll Bell. Drop down into the previous room and head out the right toor near the block Switch.





HOW DO YOU REMOVE A GIANT SPINDLE?: 24 DREAM STONES

In the hall with the Giant Spindle blocking a yellow door, two Giga Spikers and a Memory Clock, you'll see three Large Dream Stones above and a Momett Doll Bell in the opposite corner. Press the yellow mirror with the Egyptian vase emblem on it. This will flip the room over. Head to the opposite side of the room and flip it again. Use the Memory Clock and then enter the room beside it. It should look familiar to you.





4th Momett Doll Bell Location

Take the Erbil from the familiar room and return to the crazy hallway. Use the Erbil just outside the door to reach the **Momett Doll Bell** in the top left corner near the Giga Spiker.







Take an Erbil from the now-familiar room and return to the hallway. Flip the room upside-down again and head to the center area just below the Giant Spindle. Use the Erbil at your highest jump to get the full distance of the Erbil blast. You could even stand on the steps and attack the Giant Spindle at an angle. You want to have some hang time in the air to pick up the nine Dream Stones it leaves behind. Sometimes you luck out and pick them all up before they spread out. With the Giant Spindle out of the way you've gained access to the room he was blocking.

Head back to get one more Erbil and return to the hallway. Don't flip the room over this time, instead, head to the opposite side and use the Erbil to rocket

up to the top right corner to collect the three Large Dream Stones. Head into the door in the center of the hallway that the Giant Spindle was guarding.



5th Momett Doll Bell Location

Once through the door blocked by the Giant Spindle you can find the next Momett Doll Bell. In the middle of the room, take the Moo and carry him in front of the mirror with the orange frame. In the mirror you'll see that in the foreground there's a Ngapoko Egg in the middle alcove. Throw the Moo at the Ngapoko Egg to add the **Momett Doll Bell** to your collection.



LIKURI-TIME



The circular, red-carpeted chamber is the toughest puzzle to figure out in the game. Before moving anywhere, use the Memory Clock near the door and then flip the room over with the purple Switch with the sun graphic on it (near the Memory Clock).

Take the Boomie from the lower step and flip the room over again using the Switch near the stack of blocks. With Boomie still in hand, head to the yellow Switch and drop him right next to it so that when he blows, he'll trigger the Switch.



With that done, shoot the Switch. Flip the room over again with the same Switch as before and take the Likuri from the tall blue wall area before the Boomie explodes leaving you trapped behind the blocks with the Likuri. If this happens, you'll have to use the Likuri to Double Jump over the blocks and repeat the process from step one.

Once safely on the left side of the block stack with Likuri in hand, wait for the Boomie to reappear in his usual place. Throw the Likuri at the Boomie and flip the room over again. Run past the yellow Switch to the portal Switch with the moon emblem on it.





Tier Three

On your way up through the first two Dream Stones, grab the third Flying Moo and touch down if you have to, this is the tricky part. Double Jump up through the two Dream Stones and aim your jump so that your head will hit the largest ring on the end of the Whirlwind (as if you'll come down on the edge of the ledge). This is the hardest area and what you do here determines if you have time to get the last three Dream Stones.





Tier Four: Whirlwind



Shoot the Flying Moo at the base of the Whirlwind to pull him into the vortex with you. I was super lucky as it shows in the picture, I latched onto him as I was being sucked in and shot out! Whew. But that's how close it is every time you try this.

As the Whirlwind pushes you into the line of Dream Stones from here to the fourth tier on the left side of the chasm, push on the Directional Buttons or Left Analog Stick in the same direction to get all the Dream Stones. As soon as you hit the Large Dream Stone, use the captive Flying Moo to Double Jump to the fourth and left-side tier to latch onto the next Flying Moo.

E C

Tier Five: Last Flying Moo





Without using the slowing hover jump, grab onto the last Flying Moo in the challenge and Double Jump to the right as high as you can while pressing hard to the right on the Directional Buttons or Left Analog Stick. If you're lucky, you won't have to hover to make it to the Jump'oline on the fifth tier. However, I did and I made it with enough time to actually jump up on the Jump'oline missing the three Stones going up, but collecting them as gravity pulled me back down to the Jump'oline.

Like I said, it's hard and whenever someone tells you this is an easy game, hand him or her the controller on this Mirror Spirit Challenge.

Save Your Lives: This challenge is going to gobble up your extra lives like an Ow-gow set loose in a flock of Moos.

TIP

Once you fail on your first try, practice all these moves without the Mirror Spirit or the Dream Stones (you'll have collected and used most of these on the first try). When you think you're ready for the real thing, kill off Klonoa by running into the Flying Moos. You'll be starting at the Memory Clock at the bottom of the chasm.

Also, if this still eats up a whole bunch of, what seems an irreplaceable amount of Extra Lives, then reset and come back to the area with all the Lives you had before.

ONE MORE IN THE CHASM: FIVE DREAM STONES

Four tiers above the Jump'oline, which was the end of the Mirror Spirit Challenge, is a Large Dream Stone next to a tier. I'd hate for you to miss that after all you've been through with the Mirror Spirit Challenge.





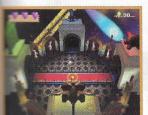
6th Momett Doll Bell Location



A couple of tiers up from the lone Large Dream Stone is the last Momett Doll Bell. Drop down onto the Momett Doll Bell's ledge (which is on the left side of the chasm) from the tiers above once you climb that high. Claim the final **Momett Doll Bell** of this Vision.

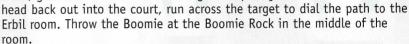
MUSEUM OF BOOMIES, LIKURIS AND ERBILS: TEN DREAM STONES

When you reach the Mira-Miran Museum after dropping down that psychedelic abyss with the five Dream Stones topping it off, Jump'oline over the wall and head outside into the round dial court. Every time you step onto the round target in the middle of the rug the path will spin to giving you access to two more rooms.





So, the first time you head out, jump over the target so it won't trigger the dial floor. Enter the room with the Boomie above the door. Inside the room, grab the Boomie from the ledge and quickly



Take the Erbil out into the court and jump over the target to keep the rug here it is. Enter the room with the Likuri above the door. Use the Erbil to burst through both Boxes to collect two Large Dream Stones. Leave the Ekuri where he is and exit the room to go retrieve another Boomie. Bring Boomie into the Likuri room and Double Jump up to Likuri's ledge. You have the time to waist before the Boomie blows. Take the Likuri and Double Jump over the gap in the ledge where the Boomie simmers below.





Make sure not to leave the room without the Likuri in your hand or you may lose it and need to start this process over. Take the sellow charged Likuri out into the court and into the Erbil's room. Throw the Likuri at the Erbil to make a charged blue Likuri.

Take the blue Likuri to the first room (the one with the statue door over the door). Jump up to the top of the wall without using a Double Jump and throw the blue Likuri at the blue Likuri Crystal and exit the Vision through the door beyond the Likuri Crystal.

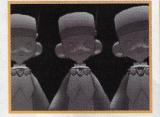






LOLO'S PAST

the gang passes another mirror on their way out of the labyrinth, Lolo into it and it begins to show a memory of significance in her recent Embarrassed to tears and frustrated by the truth of how she earned title of Priestess, she pulls further away from Klonoa and Popka and labbers an apology.







Indecision Pass











Polonte is a Hatchling and with his large, bird-like feet sticking out of the egg, the rest of him will not be that far behind. There are two phases of Polonte: the Hatchling and the Hatched.

Klonoa, Lolo and Popka arrive at their intended destination only to find that the Bell of Indecision is stuck up in some withered old tree. It's not just any withered old tree; his name's Old Tree and he's animated and



talking. Lolo informs Old Tree that they need his Bell in order to contain a Fifth Bell making its way into the world.



Old Tree accuses Lolo of not caring to save this world, which just adds to Lolo's frustrations. Old Tree tells the group that if they want the Bell of Indecision they must first pass his test. His test is beating the next Boss,

Polonte the Hatchling. There's a catch though. Old Tree messed up Lolo's head enough to make her not want to fight. Klonoa will have to go in without her, which means he can't shoot the ring!



POLONTE PHASE 1: THE HATCHLING

In Phase 1, Lolo doesn't assist Klonoa. She's not even in his ring so it's not going to shoot. The Boss is gracious enough not to throw anything that needs to be picked up and there's nothing to shoot the Wind Bullet at on the course, it's all about hover boarding skills!



There are two things on the course besides you and Polonte. First of all, there are the pink Mines that Polonte lays down across the path that should be avoided at all costs.

Pink Mines: Don't attempt to jump over the raised Pink Mines or between them, you'll take damage. Instead, or around the group of them to the left or right side. There's always a clearing on either side. You can, however, safely jump over the half buried Mines.

TIP

Secondly, the Zoom-Zoom Gates that appear on the ground next to (and some slightly above the ground) are found between blocks of ice. Run directly through these to increase your speed. With ery subsequent Zoom-Zoom Gate your speed increases dramatically, ultimately allowing you to catch with the Boss and bump into him...causing him damage.



Highs and Lows: Make sure that you identify the Zoom-Zoom Gate's position (on or above ground) before passing through it. It's easy to board right under a Zoom-Zoom Gate that's above ground, which means no acceleration for Klonoa and the Boss remains at a distance. You must hop up through the higher Zoom-Zoom Gates.

TIP

The Four Levels of Speed:

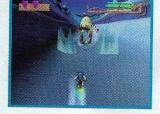


When you're boarding with no power boost at your regular speed, a non-glowing stone will be seen on the board.

When you hit one Zoom-Zoom Gate, a glow will show at the back of your board indicating low speed but faster than regular speed. This will return to a non-glowing stone if the very next Zoom-Zoom Gate is not reached.



A yellow glow will indicate that the board has entered a speed increase from low speed (green glow) and will return to white if the next Zoom-Zoom Gate isn't reached.



A red glow will indicate that the board is at top speed.

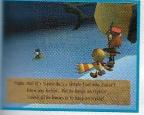


You must hit three consecutive Zoom-Zoom Gates without missing one to have the velocity needed to reach the Boss and bump him. Do this three times and Phase 2 will begin.



POLONTE PHASE 2: HATCHED POLONTE

Ifter Popka's awe-inspiring, heartfelt speech, Lolo decides to help Klonoa fight Polonte. And just in time, I might add, because there's some shooting involved and simply waving the empty ring around sn't going to cut it!



Phase 2 plays out exactly like Phase 1 except that Hatched Polonte throws out one more mine per row which isn't too much more difficult to avoid. Secondly, when you reach the Boss, you don't bump into him, you need to pick up as many Moo Boarders (Snow) as you can and throw them at him.









When you reach the Boss with the red glow (maximum), Polonte spurts out five Moo Boarders (snow) and coincidentally five is the magic number of times you need to hit him with the Moos. You won't be able to hit him with all five the first time, there's just not enough time to do this. But, you can hit him three times in the first encounter and finish him off with two more hits the in the second encounter.

AFTERMATH

After congratulating the group on passing his test, Old Tree conjures up the Element right before your eyes. Walk up to the Bell and shoot it to collect the Element.



NOTE

Scene Skip: If you were to skip the cinematic by pressing the START Button then you would still receive the Element without having to interact with Old Tree.

Baguji's Island



When the gang returns to Baguji the Wise to seek further advice, he curiously asks to see the three Elements. After obliging her request she then mutters that she has four Elements all together. Four? How could that be? Popka smells a rat and their whole world is turned upside down as they discover that they just handed over all the remaining Elements to Leorina who's disguised as the absent Baguji the Wise! After Leorina escapes and the Chaos has already begun, the team decides to seek the High Priestess for guidance.











Noxious La-Lakoosha ~The Catastrophe~



Difficulty



Overview

To get to the Temple of the High Priestess you must pass through La-Lakoosha once again. This time, however, the Chaos has started overrunning the land and breathable air is scarce.



Vision Strategy

It's the same La-Lakoosha that you traveled through earlier in your quest, only this time the Chaos around has poisoned the air. The most important thing to remember is to keep an eye on your air guage that's in the top left corner of the Screen. When this gets low and the warning sounds, you'll need to run to the nearest glowing statue to replenish your clean air supply. If you don't, you'll die. There's only one Mirror Spirit Challenge in this

Vision—presumably to alleviate the pain of not breathing.

Detailed Strategy

1st Momett Doll Bell Location

The first Momett Doll Bell is located in the beginning of the Vision above the first group of disappearing blocks. These blocks don't stick around for long in this Vision; they only last half a second after you touch them and then reappear after a second. Quickly hop from one to the other collecting the three Dream Stones on the way to the Momett Doll Bell. Jump to the Momett Doll Bell bubble and pop it in midair to collect the Momett Doll Bell.





FROM THE BEGINNING: 23 DREAM STONES

Before you enter the first cave, you should be holding 23 new Dream Stones. The only area that might give you difficulty is the dual Kiton area near the waterfalls. Just remember that you don't need to get all the Dream Stones below the platform it's near with one Kiton. Throw it away when it starts to fade while on solid ground, grab another one and continue to collect what you can until all the Dream Stones are collected. The Kitons only last seven seconds and start to waiver at five to warn you. It even saves time to swoop down and get the Dream Stones under the opposite platform from where you found the Kiton!





NOXIOUS CAVERN

After establishing that running from statue to statue will keep you alive, pop the Memory Clock and head to the Likuri Crystal ahead. This puzzle's very similar to the ones that you encountered on Ishras Ark to turn on the engines.



Take the Likuri and use it to Double Jump over the Moo to charge it and to get you atop the right platform all in one move.

Take the yellow Likuri and throw it at the Flying Moo and jump to the Goomi. Jump to the highest platform before the now-blue Likuri returns to your hands. Take the blue Likuri and throw it at the Flying Moo to the left to charge it to red and then use the red Likuri to blow apart the Likuri Crystal blocking the path.





GIANT ARMORED MOO (SILVER): 19 DREAM STONES

When you reach the Hoppin' Moo at the statue and Memory Clock, use him to nab the seven Dream Stones from his ledge and then take the next Hoppin' Moo up to the following ledge. Using the Hoppin' Moo to break open the Armored Moo (Silver) is quicker than bouncing up and down on the Jump'oline trying to capture the bouncing red Moo above it. Once you have broken the Moo's armor, pick up the Moo and toss it at the Giant Armored Moo (Silver). Toss it again to pop the Giant Moo underneath. This will earn you nine more Dream Stones. Don't forget to Double Jump up into the line of three Dream Stones in the middle of this path.





2nd Momett Doll Bell Location



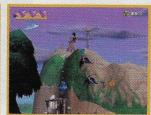


As you sail through the air from the first Fordon location you'll land on a ledge with two Wee Jump'olines and a Momett Doll Bell. Shortly after landing, two Folbie will appear and begin swarming around. Grab one when it lands and perform a Double Jump off the Wee Jump'oline to reach the **Momett Doll Bell**. Grab another Folbie to Double Jump off the right Wee Jump'oline to make it to the ledge that leads out of the cavern.

FOLBIE SWARM: 22 DREAM STONES







Ahhh...fresh air. Once outside and breathing good, clean video game air, Klonoa will run into a swarm of Folbies. 11 Dream Stones are arranged in the air with a select few of them that cannot be reached with a normal Double Jump. You must wait for the Folbie to gather closely together in the sky near the Dream Stones (they'll follow you there) and just as

they're about to dive at you, they'll pause in midair. This is when you grab one off the ground and use it to Double Jump up to one of its unmoving buddies, grab him and then quickly Double Jump up to the top Dream Stone.



Take another Folbie with you as you jump over the ledge and down to the Jump'olines further along the path. Use it to line Klonoa up to fall into the string of five Dream Stones.

Drop to the first Jump'oline and nab a Flying Moo as you touch down. Carry him over to the last Jump'oline (if it's clear of the second Flying Moo) and, while bouncing off the rightmost Jump'oline, begin pushing Klonoa to the right. Use the Flying Moo to Double Jump as your altitude tops off. You need to Double Jump and hover to the string of five Dream Stones above the ledge that leads into the next cavern.



NOXIOUS CAVERN 2



In this cavern you must get to the top ledge first and grab the Likuri. First throw it at the Flying Moo in the background and then jump down to the left or right lower platform. When the charged Likuri returns, throw it at the Flying Moo in the background at your level. Hop to the top ledge and down to the next that was equal in height to the one you just left. When the charged Likuri returns, throw it at the final Flying Moo to turn it the color of the Likuri Crystal that blocks the path in the background.

Aim the Likuri to throw it at the red Likuri Crystal in the background. It must appear that you're standing directly in front of the Likuri Crystal in the background in order for Likuri to hit its mark. You cannot take the charged Likuri

into the Fordon with you, so you must destroy it from your side of the cavern.



WHIRLWINDS AND OW-GOW: NINE DREAM STONES



After riding the air currents up to the top of the Cavern, use the Flying Moo above the first Whirlwind to get all the stones from the first Whirlwind area. Throw a Flying Moo, while bouncing above the first Whirlwind, to the Ow-Gow over the second Whirlwind. Quickly use the second Whirlwind to collect the rest of the Dream Stones as you bounce to the following ledge.

3rd Momett Doll Bell Location

Just beyond the Ow-Gow is another statue for breathing, a Goomi, a Likuri and a Flying Moo. What you can't see is the third Momett Doll Bell on the ledge before the Likuri. Throw the Likuri at the Flying Moo and, before the charged Likuri









returns, jump up to the ledge behind you using the Flying Moo. Use the Likuri to Double Jump up to the Momett Doll Bell and then pop the bubble.

Use the Likuri once more as you Double Jump over the Flying Moo to make it to the next ledge while charging the Likuri at the same time. Use the Likuri to feed the next Ow-Gow so you can pass.

4th Momett Doll Bell Location





Once outside again and heading up past the large ancient Goddess Claire statue, you'll come to another Giant Armored Moo (Silver). Break him open with the smaller Moo. Pop the Giant Moo to get the nine Dream Stones inside. Double Jump off a stunned Giant Moo to reach the next ledge. Use a Moo from the next batch of Moos to access the disappearing blocks above. Jump from block to block and pop the Momett Doll Bell bubble. Some blocks may have to be jumped more than once in order to get all the Dream Stones and the Momett Doll Bell in one pass.

NOXIOUS CAVERN 3: 33 DREAM STONES

There are 33 Dream Stones in the last Noxious Cavern, some of these include the ones that are doubled from the Mirror Spirit Challenge. There are three Statues on the bottom level that you can continually return to for air so that shouldn't be an issue, but it may be a little inconvenient at times.



The first three Dream Stones that sit above the Jump Platform are fair game to take now as well as the two that are angled downward and toward the left ledge. These two are not needed in the Mirror Spirit Challenge unless you want to try for more than 150 Dream Stones total.

Jump up on the right ledge to the Memory Clock. Use the Goomis to access the very high right ledge. Once you reach the two Moos above, grab one and Double Jump over the Box you just jumped over to get to the Moos. Take the second

Moo and drop through the opening the broken Box created. Use the second Moo to break the crate near the Erbil below. Use the Erbil to rocket through the third Box to the left to access the nook with the circle of nine Dream Stones.







Take another Erbil down to the lowest level and get some clean air from the three statues. Take the Erbil up to the left ledge using the Jump Platform; this is where you'll scoop up the two Dream Stones floating in your way.

Mirror Spirit Challenge

Challenge Goal: 16 Dream Stones

Use the Erbil to launch through the fourth Box that prevents access to the nook with the Kiton and the Mirror Spirit inside. If you fall out of the nook without hitting the Mirror Spirit first and the Kiton second, then use the nearby Moo and the disappearing block below the nook to regain access.



Pop the Mirror Spirit bubble first and, as you drop down, grab the Kiton. Leave the nook and propel through the inclining arrangement of Dream Stones to the left. If you didn't previously disturb this arrangement of Dream Stones there should be eight in all. Collect them all within the Mirror Spirit time allotted and you'll have 16 Dream Stones from this Mirror Spirit Challenge.



5th Momett Doll Bell Location

Make sure to collect the fifth Momett Doll Bell after the Mirror Spirit Challenge is complete. If you try to get it before, you may miss a Dream Stone. Use another Kiton to propel to the Momett Doll Bell that's located over the two Goomis. Use the Kiton as a throwing weapon to pop the Momett Doll Bell's bubble. Another Momett Doll Bell!







Once the Mirror Spirit Challenge is complete and the fifth Momett Doll Bell has been claimed, take another Kiton from the nook and propel through the last three stones in the Cavern. Make your way up to the next statue, Memory Clock, Flying Moo and Ow-Gow. Feed the Ow-Gow and then use the Fordon to get to the next ledge and make your way out of the Cavern.

PENDULUM COURT: 13 DREAM STONES

Just outside the Temple of the High Priestess is the now familiar Pendulum Court. It's almost the same puzzle as before only this time you need only hit the pendulum once. To do that, you need to use the Likuri on the Moo and jump to the ledge to the left using the Goomi before the charged Likuri returns to your hands.







Proceed to the left and across the blocks. Time is of the essence here so be hasty when you board the bigger of the two blocks to throw the Likuri at the pendulum.

Once that's done, head back to the Likuri, use him to Double Jump over the Moo and to the next ledge to the right. When the Likuri returns from absorbing the Moo, use it to Double Jump up to the highest of the Dream Stones in the stack on the following ledge.



6th Momett Doll Bell Location



Above one of the ledges to the right of the entry door in the Pendulum Court you'll find the last Momett Doll Bell. You must use a Folbie and the Wee Jump'oline to reach the Momett Doll Bell's bubble.

After using one Folbie to collect the last Momett Doll Bell in the Vision, use yet another to reach the stack of Dream Stones on the ledge to the right of where the Momett Doll Bell used to be located. Using the Wee Jump'oline and the Folbie will create some serious "ups." Head across the pathway and collect the remaining Dream Stones on your way to the High Priestess' Temple.



LEO OR LEORINA?





When the High Priestess learns of what Leorina has done, she spills the beans about when "Leo" used to be a novitiate at the Temple (which makes her a Priestess and explains how she operated the fake ring). She was too impatient with the slow pace of training at the Temple and decided to get a hold of power on her own. Meanwhile, while the Priestess is telling this story, Leorina raises the Fifth Bell Tower. The Priestess then commands Klonoa and Lolo to contain the chaos that Leorina has unleashed.



Dark Sea of Tears ~Veil of Darkness~



Difficulty



Enemies Encountered

Here you'll see a lot of old enemies. However, you'll also be introduced to the Floros and the Gleep. The Floros are your own personal lanterns—you'll need them. The Gleep will attack any wayward traveler that doesn't have light to scare them away. These little critters attack continually and drain your life. Get a hold of the Floros and keep them close.

Overview

We're revisiting yet another familiar area, this time it's Vision 1 (Sea of Tears) that we're returning to. Only this time it's gloomy. Here you'll first encounter the Floros. Use these to light up the environment. All in all, Dark



Sea of Tears is not all that difficult as long as you don't dilly-dally and get zapped by the Gleep. When the lights go out the Gleeps come out and get you!



Vision Strategy

Dark Sea of Tears uses the same map as the first visited Vision, Sea of Tears. However, this time you must find the Floros to help light the world to see where you're going. When the lights go out, your time's up! Gleeps swarm around innocent bystanders and eat them up. Keep the lights going and they stay away.



This Vision is not all that difficult, the Mirror Spirit Challenge isn't too hard, but the stressful thing is that the last few Dream Stones are located on a slope and if you miss any, there's no chance to kill yourself and try that section over again, the level



ends. If you just miss one Dream Stone while sliding to the end of the Vision, you'll have to replay the entire Vision over again to try for that 150 Dream Stone Total. It's not a bad thing. Every time you play through you get better, which increases your chances for the goal Dream Stone total.

Detailed Strategy

KLONOA SEES THE LIGHT: 36 DREAM STONES

As soon as you begin the Vision you'll see what all the hubbub was about. It's dark, very dark. The first thing you come to will help eradicate that problem. Shoot the blue glowing object above the path and this Floro will send little fireflies to you and they'll stick with you until they die after 30 seconds. This may not seem like a lot of time but there's always another Floro about 30 Seconds away to keep the light going.



1st Momett Doll Bell Location





The first Momett Doll Bell is inside a Ngapoko Egg in a little cave that you can't enter just beyond the second Floro. Above the cave is a Hoppin' Moo on a ledge and in front of the cave is a Moo. Pick up the Moo and throw it at the Ngapoko Egg. It's a moving target so be patient—I know the lights will run out soon but you must aim true. Once you break the egg, the Momett Doll Bell is yours.

Just beyond the first Momett Doll Bell there's an area that's a little sketchy. When you come to the broken bridge, jump

onto the Flying Moo Ball and then grab the Flying Moo from the air. Don't Double Jump for the stack of three Dream Stones when the Flying Moo Ball is directly under them. That won't leave you anywhere to land. Instead, Double Jump a little before the Flying Moo Ball reaches the center and come down from the top of the Dream Stone stack to the bottom where the Flying Moo Ball should now be.





Beyond the following Flying Moo Ball and Goomi gully is a bunch of Dream Stones with Spindles walking under them. Use the Flying Moos to drop on the Spindles' heads while Double Jumping for the arrangement of Dream Stones overhead. Before you enter the first Cavern you should have collected 36 Dream Stones.

CAVERN ONE: 12 DREAM STONES

The first path in the Cavern is pretty self-explanatory. Simply pop the Floro, Double Jump through the Dream Stones to the upper ledge and take the Glibz Quad Fordon to Double Jump into the Fordon and tocket to the new pathway.



Sea of Tears Map: You'll remember that the bridge near the Moo wasn't down in the first version; you could either way, but had to rocket to the other route to get all the Dream Stones. Now you have to go that ay.

NOTE

2nd Momett Doll Bell Location





After rocketing to the second path, grab the Flying Moo above the Moo Balls. Throw it at the Ngapoko Egg hidden in the background while standing on one of the moving Moo Balls. Your second **Momett Doll Bell** is inside the Ngapoko Egg. Don't take too long to aim, you still have to grab another Flying Moo and jump to the next ledge while grabbing all the Dream Stones.

ter hammering Armored Moo after Armored Moo, enter the next Fordon and shoot back to the original Grab the Hoppin' Moo and throw it at one of the Boxes blocking the exit and pick up the Moo and the same. You should have 12 new Dream Stones after leaving the Cavern.



3rd Momett Doll Bell Location

Rocketing to the distant ledge, you can see Island of Claire in the distance. The towering fifth Bell is ominous. Climb the stairs past the Glibz Quad Fordons and take the Burnie and use it to Double Jump up to the third Momett Doll Bell. There's a nice 1 UP Coin there for the taking too.





ON THE SEA OF TEARS: 40 DREAM STONES





The next set of Fordon rides will send you to a small boat afloat on the Sea of Tears. In the background, the fifth Bell appears closer. Use the Memory Clock and throw the Moo over the blue flames at the Floro on the bow of the boat.

Take the same Moo, when he regenerates, to the treadmill to the right. Use it to Double Jump over the Spindle to get the two Dream Stones.



4th Momett Doll Bell Location

Just after leaving the boat and crossing the treadmill, you'll come to a platform with a Moo on it. Take the Moo and jump onto the blue Flamie when it goes down and then quickly Double Jump over the waterwheel to the Momett Doll Bell bubble above. Pop the bubble, grab the Momett Doll Bell and land on the waterwheel.

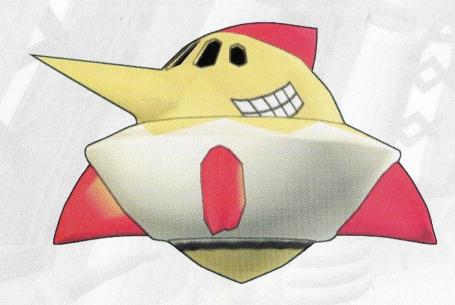




TIP

Waterwheel Basics: Keep up a continual jumping motion or run in the opposite direction on the waterwheels to maintain your position.

After obtaining the fourth Momett Doll Bell you'll encounter another treadmill Spindle setup. Do the same thing as you did a minute ago. Finally, you'll come to the one and only Mirror Spirit Challenge in this Vision. Not that I'm complaining, but what happened to the combo?



Mirror Dream Stone Challenge

Challenge Goal: 22 Dream Stones

Pop the Memory Clock and then hit the Floro to put some light on the subject. Grab the Flying Moo and throw him to the left out of the way. Jump onto the Waterwheel without taking any Dream Stones. Maintain your position on the Waterwheel while the Flying Moo regenerates. Find a comfortable spot between the Mirror Spirit bubble and the stack of Dream Stones. This is the most difficult part of the challenge and it's not that tough—especially for hamsters!





Pop the Mirror Spirit bubble and jump up through the Dream Stones toward the Flying Moo. Grab the Flying Moo and Double Jump through the remaining Dream Stones in your stack. Jump to the next Wheel and then to the next Flying Moo.

This too is an area that is sometimes out of your control. If the second Flying Moo is too low in its bobbing motion then you'll never get enough "ups" to make it to the ledge. So wait, but don't wait for too long because you have no time. Get it? You may have to do this over a few times just to reach the second Flying Moo when he's high enough for you to Double Jump up to the ledge and collect the remaining Dream Stones on the walkway.





Don't worry about the next set of Dream Stones over the next Whirlwind. They're not part of the Mirror Spirit Challenge. As long as you get them after the challenge, and grab everything after that, you'll reach 150 Dream Stones with what we just went over.

Grab the last 14 Dream Stones from outside as you head across the Whirlwind and drop off the following ledge.



CAVERN TWO: 29 DREAM STONES

Inside the second Cavern is a second passage that shouldn't be overlooked. There's a Box in the floor the Hoppin' Moo and Armored Moos. Take a Moo and Double Jump over the Box to break it and enter the lower pathway.



5th Momett Doll Bell Location





You'll find a Ngapoko Egg on a rock as you round the bend down below on the lower pathway in the second Cavern. Take a Moo and throw it at the Ngapoko Egg on the rock. Inside is your fifth **Momett Doll Bell.**

retrieving the fifth Momett Doll Bell from the Ngapoko Egg, take another Moo and use it to jump to the Goomi and through the Dream Stones. Jump to the Wee Jump'oline on the following ledge.





Leap from Wee Jump'oline to Wee Jump'oline and then to the ledge where you'll find another Floro. Hop off the ledge through more stones and use the Lancer Moo to Double Jump and Fordon back to where you broke the Box on the upper level. Continue to the right down the path where you left off.



6th Momett Doll Bell Location

When you Fordon to the ledge with the line of small and Giant Spindles going around a line of Dream Stones, take the Kiton and fly upward without moving to the left or right. Fly straight up. There, above the Spindle line, you'll see the last Momett Doll Bell. Throw the Kiton at the last Momett Doll Bell bubble to claim it as your own. Make sure that you don't hover over the Spindles or you'll come down on them when you let the Kiton go.







After popping the Momett Doll Bell above the Spindle line, take another Kiton and carefully fly through the line of Dream Stones when the Spindles are out of the way. If you don't think you're going to make it all the way, turn back and use another Kiton to finish the job. On the other end of the broken path are a Jump Platform and a Glibz Quad Fordon. Grab the Glibz Quad Fordon. Use both it and the Jump'oline to get you to the following ledge.

OUTSIDE THE CAVERN: 15 DREAM STONES

The two Floros in this outdoor area regenerate after being used once. You can return to them at any time (one after the other) to keep the Gleeps away.

Hop on the first of three Goomis and let it take you near the Fordon ledge. Jump through the four Dream Stones and then wait for the fourth and highest Goomi to near. Jump on it and ride it towards the ledge to the right. Time your leap from the Goomi to sail through the string of five Dream Stones on that side. Use the second Floro on the ledge and then grab the Moo to reach the two Goomis above the same ledge. After gathering all the Dream Stones, head back to the Fordon and head to the island of the fifth Bell.





THE TRICKY SLIDE: 12 DREAM STONES

This grassy slide will take you to the end of the Vision at the bottom. There's no stopping, no picture taking, no talking, and absolutely no pets allowed! Uh...sorry. You can't turn back if you miss any of the 12 Dream Stones that lurk above the slide. The trick is to know when to Double Jump and what to do in the air. It's the same for both sets of Dream Stones.

After jumping from the slide to grab the Flying Moo, allow yourself to land on the slope and slide a lit-





tle further. Visualize the line of Dream Stones as it would look if it continued all the way down and touched the slope. This is the line you must jump along. Jump up and Double Jump just before passing under the first and closest Dream Stone.

If anything, jump a little sooner than you expect. There's a reason and it's coming up.



Ince you fly through the first two Dream Stones in the top of the arch, begin the hover move to line up for the fall through the rest of the stones, but cut the hover short or you'll miss the rest of the Dream Stones. Pull tack to the left as you fall through the last few Dream Stones, because there's a strong current that'll try to whisk you away from the last stone. This is true of both sets of Dream Stones on the slope. Good luck. If you mess up, its back to the beginning of the Vision you go!





FOR WHOM THE BELL TOLLS

Conoa arrives just in time to see Leorina use her ring for evil. She points it at the sky and takes aim. With a steady shot she shoots the Fifth Bell and creates the Element of Sorrow. A mighty ship is born above the ark, speads its wings and takes flight. Leorina hops in her own aircraft and coards the massive ship. Klonoa and Lolo figure there must be a Fifth longdom if there's a Fifth Bell and that's exactly what they run off to





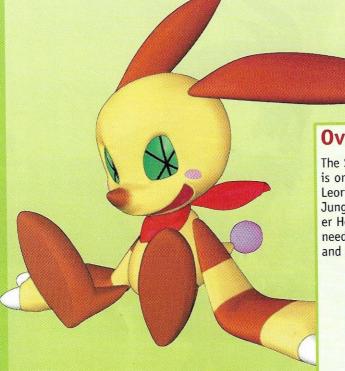








Empty Sea of Tears ~Beyond the Sands~



Difficulty



Overview

The Sea of Tears has dried up (which seems backwards if Sorrow is on the loose). Popka makes it easy for Klonoa to chase down Leorina by once again handing him the stolen Hover Board from Jungle Slider. Who says crime doesn't pay?! This Vision is another Hover Boarding challenge, which is great to revisit when you need more extra lives. Leisurely go through it two more times and you're sure to collect 6 or 7 extra lives!





Vision Strategy

You'll probably want to play through this Vision a few times, once to claim all the Momett Doll Bells and then another to perfect the Mirror Spirit Challenge. And why not? These Hover Boarding levels are quick and easy and you can rack up the extra lives. There are a couple of 1 UP Coins that always appear in the same places every time you play and if you don't die while going through, the Extra Lives will start to add up.

So, in the beginning when you practice getting all the 1 UP Coins, don't kill yourself, instead keep going through the whole level and dive back in for more. The Mirror Spirit Challenge looks and feels pretty tough the first few times through, but with the secret revealed in the Detailed Strategy, you'll kick yourself when you find out how easy it really is.

Detailed Strategy

BOARD FOR YOUR LIFE: FIVE DREAM STONES

The first leg of the course only contains five Dream Stones and those are obtained by speeding through the first jump. After that, it's all about running from the twister.





The large twister that appears behind you looks deadly but it's not that bad. The control switches as you're now headed toward the camera, so pushing down will speed you up. But you really only need to keep at the normal pace. In all actuality, the twister can't suck you up like the ones you'll encounter later in the Vision can. Even if you put on the brakes the whole time it won't catch you. So, all you need to worry about is avoiding the boulders. You can see them coming long before they near you, which gives you plenty of time to move from side to side and in-between the advancing rocks.

Mirror Spirit Challenge

Challenge Goal: 26 to 30 Dream Stones

Before you reach the Challenge you have a couple of Glibz Phalanx jumps to achieve. Don't speed up to grab them; the missiles they fire will hit you. Maintain a moderate speed, grab them and then jump into the string of Dream Stones and hover halfway through the arch of the Stone arrangements.

Here's a little about the Mirror Spirit Challenge before we reveal what makes it so easy to do. You can collect 154 Dream Stones in this Vision if you're savvy. To get 154 Stones would mean that you have to collect every Stone in the Vision. Included in the Mirror Spirit Challenge would be those last six (arranged up and down) Stones before you enter the cave to the next Memory Clock.



Want to know the secret? Okay. Speed through the first half without slowing or jumping from ledge to ledge. The only jump you have to make is the first one for the high Stones and then obviously the six before the cave entrance.

On the ledge with the Mirror Spirit, begin to speed up and run through the Mirror Spirit bubble. Continue to speed through the first gap without jumping. Pick up the three Stones and continue to speed through the second gap over the Spiker. Still speeding, pick up the Moo Boarder (Water) and jump through the high Dream Stones without slowing or hovering. If you jump just right, you'll tag the last Stone in the line with the tail of your Hover Board.









Now, just keep speeding as you perform little bunny-hops to get the high Stones in the arrangement of the last six stones! There is room for error if you're happy with 150 Dream Stones. You can grab the last four Stones without the Mirror Spirit.



1st Momett Doll Bell Location

Just before the first cave entrance, way up in the air is the first Momett Doll Bell. Use one of the two Moo Boarders (Water) near the last six Stones of the Mirror Spirit Challenge to Double Jump up to the Momett Doll Bell.

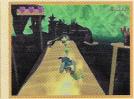




2nd Momett Doll Bell Location







Hit the Memory Clock and begin surfing the sand through a couple strings of Stones. When the Flying Moo sits to rest on the left side of the dirt aqueduct, grab him and use him to Double Jump up to the ledge ahead. Then, head right and bunny-hop to the second ledge. There, at the end of the three Dream Stones is the second Momett Doll Bell.

TRICKY LARGE DREAM STONES

Tricky Large Dream Stone #1





After the second Momett Doll Bell is a series of weaving sand paths. A Large Dream Stone sits on the left edge of the path just inviting disaster. Instead of heading directly to the Large Dream Stone with the front of your Hover Board, remain on course and turn sharply to the right and then left as you pass it so that the back of the board swipes it and then you quickly get back on track.

Tricky Large Dream Stone #2

Beyond the first tricky Large Dream Stone is a second one on the same path; it's just ahead and on the same side. This time the path is wider but it sits dangerously close to the edge. Then again, there's a safety net with this one in the form of a Moo Boarder (Water). Grab the Moo and head for the Large Dream Stone. If you think you're about to go over as you grab the Dream Stone, use the Moo to Double Jump back to the path. If you made it without the Moo, but are headed right for the toothy pit, then Double Jump over that.





3rd Momett Doll Bell Location





You'll find the next Momett Doll Bell down the same sand aqueduct as the second Momett Doll Bell. As you near the next cave, the aqueduct begins to break apart. Navigate the now-twisted path and make short hops over the gaps so you don't overshoot any Dream Stones or the **Momett Doll Bell**, which is over the first gap.

Tricky Large Dream Stone #3

Over the gap following the third Momett Doll Bell a Large Dream Stone is the last one before the cave entrance. Use the same tactic as you did for the first tricky, Large Dream Stone. Use the back of the Hover Board to power slide into the Dream Stone so you stay on course. Make sure to just perform a little hop over the next gap to prevent overshooting the next Dream Stone.





TWISTER 2: TEN DREAM STONES

The second twister is deadly. When you reach the bone bridge, a twister will follow closely behind. This twister can catch up to you and swallow you. Don't get behind the twister. Although the angle of the gameplay switches to almost facing the camera, the directions on the Directional Buttons don't. To speed up along the bones continue to press right on the Directional Buttons or Left Analog Stick. You'll want to speed all the way through this chase or the twister will catch you.



The only time you should slow down is in the first gap jump where you land in a Whirlwind and it pushes you up into an arc of Dream Stones. Slow way down when you crest the arc to hang back far enough to catch the last two Dream Stones.



4th Momett Doll Bell Location





Pay attention when you hit the bone bridge. A little beyond the last two Whirlwinds on the bone bridge, way up in the air, hovers the fourth

Momett Doll Bell. Use both

Momett Doll Bell. Use both Whirlwinds to push you towards it. You won't fly through it but you can shoot it with your Wind Bullet.

5th Momett Doll Bell Location





After falling through the humongous sand vortex, you'll land on another sand aqueduct. You'll spot the fifth Momett Doll Bell in the middle of the next section of aqueduct...protected by a Giga Spiker. Run through the Giga Spiker if you have to, it's worth a little damage to gain a **Momett Doll Bell**.

6th Momett Doll Bell Location

The sixth Momett Doll Bell is located on the same stretch of sandy aqueduct as the fifth, but a few drop-offs away. The last aqueduct's edges will break away leaving the center intact as with previous paths. The last Momett Doll Bell is located on the last standing piece. Bunny-hop from the previous path over the gap and tag the Momett Doll Bell that sits on the first quarter of the last section of the path.





FALLING STATUES

Four Goddess Claire statues are on the last stretch of sand towering above your head in the background. Speed past the first one and slow down before passing the rest. When they fall, let the last three statues fall in front of you. Jump, speed up in the air and hover. When you touch down again, slow down. Repeat this maneuver until you're in the clear.







When you enter the Fordon at the end of the path, you'll be shot into the air towards Ishras Ark. The Dream Voice will echo in your head, "Help me..."

BOSS BATTLE CURSEDELEORINA



Embyro Compass









Cursed Leorina

Klonoa reaches Leorina too late. The power of Sorrow consumes her and alters her form. The result of this altered state is a giant creature obviously belonging to the bird genus closely resembling Ishras Ark.





There are three phases of Cursed Leorina. The first, second and third manifestations do not drastically change. However, their behavior does.

CURSED LEORINA PHASE 1





Again, the Boss arena is round and the weapon you're given in the first phase is none other than good old Erbil. Now you know you are in for some fun! The Boss will stagger around the stage along with its satellite-bot, which is whipping around at twice its speed. Jump over the bot when it comes your way.

The Boss in this phase is relatively harmless herself. She'll step over you when she passes. Before she nears you, take an Erbil and stand true. Just before the Boss passes over you, use the Erbil to Double Jump in the air, igniting the Erbil and hopefully sending you into the underside of Cursed Leorina. This will cause the Boss damage. After five of these attacks, phase two begins.





NOTE

Klonoa Damage: Besides being hit by the satellite-bot, the only other way to take damage is by running into an Erbil without grabbing hold or by dropping down on top of the Boss after a failed attack maneuver.





During the first phase, the Boss will seem to regroup and hover in the air taking the Erbil and lining them up under her Belly. This is not a time to rest. Grab and Double Jump with the lowest Erbil and then reach the second and higher Erbil. Grab and quickly Double Jump with it. This will cause the same amount of damage to the Boss but the advantage is that she's a sitting duck if you can pull off this maneuver.

CURSED LEORINA PHASE 2

The second phase begins after hitting the Boss five times in the Belly. The Erbil disappear and are replaced with Moos. The Boss's weak spot is still her Belly but this time she'll circle upside-down underneath the stage, making her Belly very accessible to damage. Her satellite-bot is fiercer looking but travels above her keeping up with her pace.

Grab a Moo and stand on one of the four black unstable blocks around the stage. When Cursed Leorina approaches, jump into the air and Double Jump so that the Moo crashes down on the movable black block. If done correctly, the block will hit the Boss in the Belly sending her spiraling downward.





If you hit the satellite-bot, it will take off around the stage at twice the speed it was moving adding more confusion to the battle. Make sure to jump over it when it comes your way. After hitting the second phase of the Boss three times, phase three begins.



CURSED LEORINA PHASE 3





Phase three is similar to phase one except that Cursed Leorina has a new skin, she's faster, jumps higher and she can do harm to you herself this time. She can step on you! Handle this phase the same as phase one using Erbil to blast her underside but just be quicker about it. Anticipate her approaches sooner now that she's quicker. You can jump at angles if you need to make a last second adjustment to the initial jump in the air. Two Belly hits is all she can withstand.

AFTERMATH

As Leorina lays dying, she sees the light a little to late. She realizes that power can't stop sorrow and her dying request is that Klonoa and Lolo help stop the creature of sadness before it consumes the world. Stopping Ishras Ark before if connects the Kingdom of Sorrow and Lunatea will be the first step.









The Ark Revisited ~Countdown~



Difficulty



Klonoa returns to the ark to reverse what's been done. Now, he must shut down all three engines to stop the ark from connecting the fifth Kingdom to Lunatea. This level is similar to Noxious La-Lakoosha where you had limited time to breath between statues. Only this time, there are no statues that'll stop the explosions from happening. You have to be flawless in your execution of jumps and maneuvers to



get outside safely after destroying an engine or you'll be blown to bits! This is a rather long Vision and—combined with the difficult Mirror Spirit Challenge and the hardship of getting the sixth Momett Doll Bell—this Vision easily earns the difficulty rating given.

Vision Strategy

Before going into this Vision make sure to have at least 10 extra lives that you can use to get through the Mirror Spirit Challenge successfully and leave enough to get the fourth Momett Doll Bell. These two areas can eat away at your Klonoa supply. Do some Hover Boarding to stock up on some quick Extra Lives. All the enemies are old acquaintances so no surprises there.

Towards the end of the level you get to become a wing walker on the Crimson Iris, Leorina and Tat's flying machine. This is similar to riding on the back of Polly as you did much earlier in the game only you have more room and can run from wing to wing to avoid fire and obstacles! Much fun.

The best overall single strategy for this Vision is to make sure that you get all the area Dream Stones and Momett Doll Bells before you go and destroy the engine in that area. You'll have no time to collect things as you run for your life.



Detailed Strategy

ENGINE ONE: 34 DREAM STONES

Before Entering the Ark: Five Dream Stones

Before you pop the Memory Clock and go rushing into the ark, make sure to ride the lift up, using the yellow Switch, to get the five Dream Stones. On your way out of the ark you won't be able to get these. So get them now.



1st Momett Doll Bell Location

Just inside the ark and past the seven Dream Stones in the Teton alcove is the all too familiar wheel that was previously a Likuri Crystal. All you have to do now is ride the spinning wheel to the top, jump the platform to the right and shoot the Momett Doll Bell in the background with your Wind Bullet. The Ngapoko Egg behind the wheel can be gotten using the nearby Excite Boomie—inside is a 1 UP Coin.





2nd Momett Doll Bell Location





After taking the first Momett Doll Bell from behind the spinning wheel, ride the same wheel up and jump to the top of the Teton alcove. Take the Excite Boomie, hop over or go under the first Spiker to the left and Double Jump over the next to land on the higher ledge behind him. There you'll find the second **Momett Doll Bell**.

ARMORED MOO (SILVER) AND THE KEY: 22 DREAM STONES





After claiming the first two Momett Doll Bells, jump down the hole just past the Excite Boomie taking the Dream Stones on your way down. Down near the first Engine Room, grab a Moo and Double Jump to the Jetimo and grab it. Ride it back to the surface, but push to the right as you do so that you can land on either one of the two stacks of three Dream Stones.

Run to the left and tease the Armored Moo (Silver) to chase you back through the hole. Grab another Moo and Jetimo to get back to the top and drop through the remaining stack of three Dream Stones. Take the little Moo from the end of the path that was previously behind the Armored Moo and use him to Double Jump to the Engine Room key. Return to the Engine Room and break open the Armored Moo's armor a







From and break open the Armored Moo's armor and then hit the Giant Moo with another Moo to collect the Dream Stones from Inside. Open the Engine Room with your key.

Engine Room One

Take the Boomie from the bottom level of the Engine Room scaffolding and bounce up to the ext level using the Jump Platform. Throw the Boomie at the Flying Moos to clear them all. Fun back down and then return with another Boomie before the Flying Moos return. Jump up the Jump Platform and throw the Boomie to the background through the Engine's window. Afterward, when the Engine begins to







testruct, a Bomb Meter will appear on the top of the Screen. This is the amount of time you have to return outside where you tarted the Vision. Not too tough now that you have all the Dream Stones, just get out quickly!



Once outside, the Crimson Iris comes to the rescue! But what's this, Leorina is on board!? I thought her goose was cooked in the last Boss Battle? Our gang has appeared to have made good friends with the enemy as they're now saving your hides.

ENGINE TWO: 61 DREAM STONES

When Tat drops you off near the second Engine, use the Memory Clock, shoot the yellow Switch and ride the lift down. Claim the 1 UP Coin from the Ngapoko Egg behind the wheel and take another Boomie to Double Jump off the Jump Platform to the Big Jump'oline. Jump from Jump'oline to Jump'oline and then hover above the ledge to the left to land on all three Dream Stones.





Erbil Acrobatics: 16 Dream Stones





Use the Erbil to rocket into the air as the swing is making its return trip towards the ledge you're on. This, with a little direction play and possibly a hover (depends on your timing), will drop you onto the swing. Ride the swing while watching the same Erbil's flight. Jump at him when he's at his highest position and then grab and Double Jump up through the Box to get the circle of 13 Dream Stones from atop the ledge.

Repeat the swing mounting procedure and jump to the wheel to the left while bouncing to maintain your position. When the second swing is on its return trip to the wheel, jump, hover, and drop to the second swing. From there, grab the Goomi and jump into the air to get the Dream Stones above and then reattach yourself to the Goomi. Get to the next swing with a similar approach to what you used on the previous swing. Take the Flying Moo without jumping from the last swing and use it to Double Jump to the Fordon.



3rd Momett Doll Bell Location





After the Erbil challenge and the first Fordon ride in Engine area two, you'll happen across a treadmill with three stacks of Dream Stones and a countless supply of Armored Moos, Volk Moos and Moos. Hop over the Armored Moos and use the others to reach the higher Dream Stones and break the Ngapoko Egg in the background. Inside the Ngapoko Egg is the third **Momett Doll Bell**. Below is the second Engine Room.

Mirror Spirit Challenge

Challenge Goal: 25 to 30 Dream Stones

It's possible to collect 155 Dream Stones in this Vision, so the last five Dream Stones in the Mirror Spirit Challenge aren't necessary to pick up during the time allotted unless you want them for bragging rights. This would mean you wouldn't have to get the Large Dream Stone located in the Ngapoko Egg. But here's how to do it.

Don't touch any stones until the challenge begins! First, lower the lift and ride it back up to break the Ngapoko Egg open before the challenge begins. To quickly do this, throw one of the two Boomies into the cubby where the yellow lift Switch is and then another right on top of it. This will cause them to detonate without having to wait for the regular fuse time of 15 seconds—which seems like a long time when you're ready to go!



NOTE

Mirror Spirit bubble: You can walk through the Mirror Spirit bubble without popping it. This is what makes getting the extra five stones possible.





When the lift lowers, throw a single Boomie into the alcove for the timed delay effect. Wait about ten seconds and pick up the other Boomie and access the lift. When the first exploding Boomie activates the lift, ride it up staying to the right side of it to avoid picking up any Dream Stones from above. Hop up to the ledge on the right, break open the Ngapoko Egg by Double Jumping over it and don't land on the Large Dream Stone when it pops out. Jump off the left side of the lift and down to the dual Boomie ledge again.

Mirror Spirit Challenge (continued)

Throw the double Boomie combo at the Switch to quickly lower the lift again and then throw a single Boomie in the alcove to start the 15-second countdown. Position yourself between the Mirror Spirit and the spot where the second Boomie won't walk into you. When the first Boomie in the alcove begins to blink after ten seconds, pop the Mirror Spirit bubble and turn and grab the second Boomie. Double Jump through the lower stack of Dream Stones, grab the Boomie from the ground and hop onto the lift.











At this time the last five seconds will have been reached and the first Boomie will explode and the lift will rise. Double Jump up through the upper stack of Dream Stones once the lift has stopped, this way you get the most air. Without landing, push to the right and land on the ledge and pick up the Large Dream Stone while the Mirror Spirit Challenge clock is still chiming.

If you're quick enough, you can return to the Boomie on the lift and use him to exit the Engine area through the door to the left over the next ledge.

Getting the Engine Room Two key

Just outside from the Mirror Spirit are a couple of Folbies and a Boomie. After breaking the Ngapoko Eggs in the background for health and a 1 UP Coin, take the Boomie and jump onto the first disappearing block when the Spiker below is heading towards the yellow Switch. Double Jump in the air above the Spiker and the Boomie will wiz past the disappearing block and hit the Spiker causing the Switch to fill the ice cube in the center of the gorge. Take another Boomie across the blocks to the platform on the right by only using single jumps. Use the Jump Platform to reach the top ledge and then Double Jump using the Boomie to reach the key and the Momett Doll Bell.







Raised Lift Jump: When returning to the Engine Room with the key from outside, the lift inside will be raised. You can make this jump with no outside help, but to be safe, you can bring a Boomie in from outside and use it to Double Jump the hole left by the raised lift.

TIP

4th Momett Doll Bell Location

The fourth Momett Doll Bell lies across the gorge over the disappearing blocks in the second Engine area. Use the Boomie to reach the **Momett Doll Bell** that's located above the Engine Room's key.



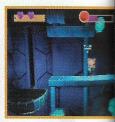
Engine Room Two

Take the Boomie from the first level and throw it under the Spiker to the left wall. Go retrieve it and access the second level using the Jump Platform. Walk under the Spiker when he's at his highest point in his rotation and then get to the top tier and throw the Boomie in the Engine window. No cinematic here folks...start running! Head back to the lift and use the dual Boomie trick on the Switch in the alcove to lower it.





Pick up a Boomie and take him to the lower ledge to the right of the lift. Walk under the Spiker as you did in the Engine Room so you can use the Boomie to Double Jump to the next ledge and to safety outside. There's enough time for error with the last Spiker. Tat and Leorina in the Crimson Iris will again rescue Klonoa.



RIDING THE CRIMSON IRIS: 16 DREAM STONES







While on the wings of the Crimson Iris, it mappear that you have control of the ship whyou run from one side of the wings to the oBut this is merely your movement and the dtion of the aircraft is not being altered.

As you fly by the underBelly of Ishras Ark you must jump over or run from blue flames, grab Flying Moos and throw them at obstacles in the way and pick up Dream Stones. Make sure when you throw the Moos at the pillar-like walls that you do so wyou're close to them. Otherwise, the Moo may simply dissolve when it makes contact with them.

ENGINE THREE: 44 DREAM STONES

As you land inside the ark from the Crimson Iris you'll see a Memory Clock and a Boomie. Punch the Memory Clock and take the Boomie down to the lower ledge. Throw him under the Spikers to the next ledge. Use the Boomie to Double Jump from the Jump Platform to the higher ledge. Use him again to Double Jump through the Dream Stones there. Use him one last time as Ow-gow bait.





5th Momett Doll Bell Location

After using the last Boomie to reach the Jump'oline and finding the Fordon, Klonoa will be shot to a series of ledges and platforms with all sorts of enemies around. Use the Moo to Double Jump after leaving the ledge to









reach the Erbil. Quickly grab and use the Erbil to smash through the overhead Box landing on the ledge with the Memory Clock. Use the Goomi to get to the Flying Moo to Double Jump to the **Momett Doll Bell**. As you fall, shoot the second Goomi to stop you. Jump to the Flying Moo on the left to Double Jump to a series of Jump'olines, a Dream Stone topped platform and finally the Fordon.



6th Momett Doll Bell Location





This is absolutely the hardest Momett Doll Bell to get in the game without usin the Popka Jump. If you prefer to use the Popka Jump, refer to the secrets section in the guide to learn how to have Popka help you. Once you've blown up the Boomie Rock blocking the path, take another Boomie and throw it under the Spiker and over the ledge to the right. Drop down and pick up the Boomie and head to the Erbil. This will take a few tries so you may need to re-access the Boomie ledge using the Erbil.

6th Momett Doll Bell Location (continued)







With a normal Erbil shot you can break the first two Boxes in the area above. But, to reach the top one that contains the Momett Doll Bell, you need to use the Boomie to Double Jump on top of the Erbil when he's at the pinnacle of his flight (notice that he's moving up and down in front of the ark window). Shoot the Erbil with your Wind

Bullet as soon as you land on him. This will do two things; take a heart from your health and fling you up a bit from the impact. This is when you use the Erbil to shoot through the Box. You'll have to control your flight, as you will not always be directly under the Box. It takes a few tries and if you can't get it...ask Popka for help. Finally, the **Momett Doll Bell** is yours.

Likuri Crystal

Use the Boomie on the Boomie Rock and then the Flying Moo on the Boomie, if you want to speed up the destruction. Take another Boomie and throw it to the right wall under the Likuri. Take the Likuri and throw it at the Flying Moo in the window. Take the charged Likuri and Double Jump to the upper ledge over the Boomie before







it explodes. This will put you on the ledge above and charge the Likuri to blue using the Boomie below. Now, with the blue Likuri in hand, jump and then Double Jump over the left side of the ledge and then Double Jump while over the Flying Moo pushing Klonoa back to the right as the Likuri charges to red. Back on the upper ledge with red Likuri in hand (not red Licorice), throw the charge at the red Likuri Crystal blocking the right upper pathway. Enter the Fordon to be shot to the Engine Room.

GETTING THE ENGINE ROOM KEY: 17 DREAM STONES





Use the Lancer Moo to get to the Flying Moo Ball and then hop over the Flamies to the ledge with a Boomie. Use the Boomie, first to Double Jump for the Dream Stones over the Spiker and secondly to jump and throw across the chasm to land on the lower ledge. Hop from Goomi to Goomi collecting the Dream Stones on the way to the ledge with the Boomie. You may consider getting the Dream Stones above the Goomis later so that you have time to get to the Boomie before it goes "Ka-Boomie!"

Take the Boomie and throw it at the Boomie Rock blocking the path ahead. Once outside, use the Moo to reach the Memory Clock and then take another Moo with you on the wheel to reach the Dream Stones above it. Take yet another Moo on the wheel to reach the ledge above. Throw the Boomie to the left wall without hitting the Spiker and then use the Boomie to Double Jump to the key. Return to the ledge before the wheel by Double Jumping with the Boomie and head through the door below and make your way to the Engine Room.





Engine Room Three: 4 Dream Stones





Pick up the first two Excite Boomies and throw them to the right ledge out of the way. Pick up the Boomie in the center and jump over the two Excite Boomies on the left. Carry the Boomie through the four Dream Stones to the Moo Ball. Jump from Moo Ball to the blocks and then to the ledge in front of the Engine. Throw the Boomie in the window and run! Take another Excite Boomie to Double Jump back to the flying platform.

Head back across the Flying Moo Ball using

the Lancer Moo to get you there. Any error here and you'll die in an explosion! From there, head across the Goomis and then to the Burnie and up on the ledge and out to the wheel. Here, Klonoa will be tossed to the Crimson Lis one last time. As the ever-expanding team flies away, Ishras Ark explodes and dives.







The Kingdom of Sorrow ~Where Sunsets Dream~





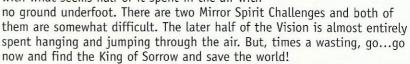
Enemies Encountered

Giant Armored Moos (Gold and Silver), Giga Spikers, Slazzas and the Stray Kiton are some new beasts that you'll encounter in this Vision. The Slazzas are the most common of the natives of Kingdom of Sorrow, be wary of the body parts they throw at you.

Overview

Klonoa, Lolo and Popka reach the aforementioned "Fifth Kingdom," realm of the King of Sorrow. Leorina, who's still hanging in there to the end, informs the adventurers that the world can still be saved if they defeat the King of Sorrow.

The Kingdom of Sorrow is a very large Vision with what seems half of it spent in the air with







Vision Strategy

I hope you have some extra lives left from previous Visions because you are going to need them. Have over 30 if this is your first time through and if you're trying to get everything.

With the combination of the length of the Vision, the amount of time spent hanging, jumping and flying through the air, two tough Mirror Spirit Challenges and—to top it all off—the insane acrobatics that must be performed near the end of the Vision, you'll need more than Extra Lives, you'll need our guide and a prayer. Good thing there's a Priestess with you! In the detailed strategy we'll give you the tip that makes all the difference in each of the tough areas.

As far as an overall Vision strategy, the best thing to do is to just run through the whole Vision without being frugal with your extra lives and then quit without saving, reload your game and try it for keeps. This should save you a lot of Lives.

Detailed Strategy

TO THE FIRST MEMORY CLOCK: 11 DREAM STONES

From the start to the first Memory Clock, you'd think, "what was all that hubbub about...this is not tough?" That's right, they're easing you into it. The toughest part so far is timing your fall from the Teton to grab the Jetimo. Is this English? Just make sure to fly as closely to the Jetimo as possible and be prepared to shoot it just as you rise a little bit above him and drop. You won't go much higher than the Jetimo with the Teton.





1st Momett Doll Bell Location





I told you they were easing you into it. See you're stuck already. Jump onto the block and use the Flying Moo to Double Jump up to the Whirlwind. Stay in the Whirlwind until the Flying Moo returns then jump down and grab him and make a single jump from the block to the rock platform to the left. Jump to the left block when the Spiker is away and throw the Flying Moo to the Egg in the background just before you jump back to the rock platform. Once the Ngapoko Egg is broken, the Momett Doll Bell will be safe in your possession.

OPENING THE FIRST DOOR

... Easing you into it. Before you are three vertical blocks, Flying Moos and blue Switches. Double Jump your way up to the top block using the two Flying Moos on the way. Quickly grab, turn and throw the top Flying Moo to the top blue Switch. When the block disappears and you drop, do the same with the next Flying Moo and then the last one on the bottom. Done







quickly enough (and if your aim was true), the door will open.

Mirror Spirit Challenge #1

Challenge Goal: 36 Dream Stones



After running from two Armored Moos over gaps and treadmills you'll come to a Memory Clock and two Armored Moos—a Gold and Silver. This is the beginning of the Mirror Spirit Challenge only the Mirror Spirit is nowhere in site now.

Jump down to the walkway in front of their gazebos and latch onto the Goomi. Wait for the Armored Moo (Silver) to come towards you from the right and then jump over his head and haul butt to the end of the walkway.

This is where the Mirror Spirit is located. "But where are the Dream Stones," you ask? They are right behind you in gold and silver armor. There are probably a number of ways to do this, but I found this to work the best.





Before the Armored Moos arrive, Double Jump to the Door key using the Flying Moo. Continue bouncing on a Whirlwind until the Armored Moo (Gold) is approaching the center of the walkway under the Flying Moo. Jump to the Moo and grab it and then Double Jump over the Armored Moo (Gold) while you land on the opposite Whirlwind. Continue this with both Armored Moos (Silver) (the Gold is Silver now) and then be careful when they're both Giant Moos. One more hit and it will kill them.

Mirror Spirit Challenge #1 (continued)







Jump down and stun one of the Moos so that they are no longer walking side by side but far away from each other. Enter the closest Whirlwind without getting tagged. Bounce around in the Whirlwind until the time is right and a Giant Moo is under the Flying Moo. Pop the Giant Moo with the Flying Moo, drop down to the Mirror Spirit and pop that bubble. Before the second Giant Moo runs

over and blocks your Dream Stones, pick them up and then stun the remaining Giant Moo. If he's under the Flying Moo then Double Jump over him after entering a Whirlwind to grab it. If he's not, grab the Flying Moo, drop to the ground and throw it at the Giant Moo. You have enough time to do this. You'll probably have extra time when this is done this way.

TIP

key to not Getting Spiked: The Door key goes to a very small door located on the left hand side of the Mirror Spirit Challenge balcony. Don't run through the door on the other side. A Giga Spiker is headed your way!

2nd Momett Doll Bell Location

Use the Kiton to fly with the current of Giga Spikers found just beyond the first Mirror Spirit Challenge. The platform that the Giga Spikers are orbiting holds the second **Momett Doll Bell**. Take it, drop back down for another Kiton and then pump your way up the left wall through the three Dream Stones and to the ledge above the Giga Spikers.





TIP

Slazza: Your first encounter with a Slazza is on the ledge just above the second Star. Time your approach as the Slazza is tossing its ears your way. Jump over them if they come close. Grabbing the Slazza will stop the throwing but if the ears are still out there and on the move, they may be headed your way. Move out of their range and they'll fade.



3rd Momett Doll Bell Location







A little further into the Kingdom of Sorrow, past the second Slazza and the multiple Whirlwinds with orbiting Spikers is the third Momett Doll Bell. Jump from the blocks to the Whirlwind, to the Flying Moo, to the Goomi, and finally to the group of three blocks below the Momett Doll Bell. The three blocks all disappear after a moment but you can jump from one to the next and

maintain your general position indefinitely or until you grow weary. What you're waiting for is the moment the Flying Moo to the right of the Momett Doll Bell is flying low enough to grab and Double Jump up to the Momett Doll Bell to pop the bubble. If you fall to the platform below, you'll need to re-enter the Whirlwind to the left over the ledge and return to the blocks the same way you did before.

LIKURI CRYSTAL MADNESS

Likuri Crystal #1

There's a large red Likuri Crystal imbedded in the floor just past the Goomilined gully. Take the Likuri from the left side of it and jump atop the Likuri Crystal and begin throwing the Likuri at the three moving Flying Moos in the background. After hitting them all (like skeet shooting), the Likuri will be charged red and ready to be thrown down on the Likuri Crystal underfoot. The Fordon is below the Likuri Crystal so don't worry about jumping off.





rystal #2

Likuri to the right side of the red Likuri Crystal and throw it at the cost of the two Flying Moos. While the Likuri is off doing its dirty and grab the second Flying Moo and Double Jump up into the and onto the middle ledge. When the Likuri returns, Double Jump Flying Moo you just Double Jumped with (its regenerated brother) onto the Goomi. Now, jump to the highest ledge while the blue returns. Jump over the resident Spindle and throw the Likuri on his





Jump down to the Likuri Crystal and destroy it with the red Likuri. Again, down below is a Fordon that will rocket you to small ledge Likuri Crystal.

inystal #3

you stand five disappearing blocks, three Flying Moos, and a Likuri nother red Likuri Crystal. Take the Likuri and, one at a time, throw at two of the Flying Moos when the blocks disappear and then in the background. Take the red Likuri and throw it at the Likuri The tip is to keep moving and don't try to land on the same block is jumped from.





THE AIR: 12 DREAM STONES

ea you reach after making it through the multiple Likuri Crystal puzzles is the area that I referred Fer as needing a guide and a prayer to get through. Well I can guide you.

starts when you jump down to the moving Goomi. Once you latch onto it, it'll begin to move to the and it won't stop until it reaches the end a fair distance away. The tough part is that there's to drop to except to your death. But yet, there are obstacles in the way that will also kill you don't "leave" the Goomi. Then, there's the 150 Dream Stone count. There are 12 Dream Stones in and you can't remain on the Goomi and reach that goal at the same time.



loo Jump: Five Dream Stones



The first challenging spot is right in the beginning of your Goomi ride. You need to jump up to the Flying Moo, grab it, Double Jump up through the Dream Stones, land on the double block and recover any stones you didn't grab before it disappears. Then, jump or fall back down to the Goomi and resecure yourself to it. The key to accomplishing this move is when to jump to the Flying Moo.



Building Angle: With your first jump, look at the building behind the Flying Moo and notice how its angle is similar to what your jump angle should be. Jump from the Goomi before it appears that the Goomi will hit the lighter outlined edge of closest building. See the picture.

TIP

iker Jump

close as you can without hitting the Giga Spiker and then jump that up as high as you can. When you have crested the Giga Spiker and to hover, press right and grab the Goomi once more.





Momett Doll Bell Location

fourth Momett Doll Bell is during the third jump in Goomi "On the Air" challenge. Jump before you the Momett Doll Bell double-block. Angle your p and descent to pick up the Dream Stones on your down to the Momett Doll Bell bubble. Pop it, grab







Teton and fly towards and above the Goomi overhead and begin matching its velocity while flying just above it. This when it pops you can drop on it and reattach yourself to it.

Single Dream Stone Jumps: Four Dream Stones



Approach the single Dream Stone jumps as you did the Mega Spiker jump or previous jumps from other Visions like when you rode Moo Balls through fire to get higher placed Dream Stones. Jump straight up and then once you have the Dream Stone push right to "catch up" to the Goomi. After the four Dream Stone jumps there are two more Mega Spikers and you're home free. A Memory Clock is just ahead and you better not miss it!

5th Momett Doll Bell Location

After crossing the gorge on the Goomi and making your way up into the next structure with the next Memory Clock, you'll come to a ledge where a Slazza in the background is throwing its ears towards you. Jump to the small rock platform with the 1 UP Coin above it and







jump over the Slazza's ears every time they come near. Jump from Goomi to Goomi to the following ledge. Around the bend you'll see a broken structure with a Ngapoko Egg in it. Take the Slazza from further around the corner back to the Ngapoko Egg, jump up and throw it at the bobbing Ngapoko Egg. If you miss, there's one more Slazza around the corner and further than that is a Flying Moo that you can use. Inside the Ngapoko Egg is your fifth Momett Doll Bell.

SPIKER POOL: EIGHT DREAM STONES

When you reach the Spiker pool with the eight Dream Stones in the shape of a rectangle above it, take the Kiton and fly across the pool to the yellow Kiton, which is called a Stray Kiton. The Stray Kiton lasts much longer than the regular Kiton, so use the Stray Kiton to retrieve the Dream Stones above the Spiker pool. Take another Stray Kiton up the right wall, while avoiding a collision with the Mega Spiker, to the walkway above.







GOOMI FLAMIE TOWER: TEN DREAM STONES

The object to twirling up the tower on the Goomis is not to get burned by the Flamies and knowing when to ride on the top Goomi or when to be on the bottom Goomi

When approaching the first Flamie and Dream Stone, ride on the top Goomi to accomplish two tasks in one.



Before you approach the second Flamie drop down to the bottom Goomi and ride under the flame picking up the following Dream Stone. As soon as you get the Dream Stone, jump up and grab the top Goomi to get the following Dream Stone and then jump above the top Goomi to get the third and highest Dream Stone.



Jump down to the small round ledge and jump onto the next set of Goomis. There are three sets of two Goomis to this challenge.



And that's how you play this challenge. Just keep your eye on the Flamies and Dream Stones ahead of you and predict which Goomi you need to be holding onto to avoid fire or pick up Dream Stones.



Mirror Spirit Challenge #2

Challenge Goal: 38 Dream Stones

Again, another Mirror Spirit Challenge where the beasts are part of the trial. Jump into the pit with the Giant Spindle and hang onto the Goomi to the left. Leap up to the Flying Moo and Double Jump over the Giant Spindle to break him into bits. Shoot the Mirror Spirit without picking up any Dream Stones left by the Giant Spindle until after you pop the bubble. Swoop through the Dream Stones and quickly grab and jump to the Flying Moo from the right Goomi. The left one is just too far away for this next move. Grab and Double Jump from the Flying Moo as quickly as humanly possible towards the Whirlwind and press and hold the Right Directional Button or right on the Left Analog Stick to sail through the line of Dream Stones above the upper walkway. Do not Hover. Run to the small pit with the Mega Spiker and the Whirlwind in it to grab the Large Dream Stone while the challenge continues. You should have gained 38 Dream Stones from that challenge.









6th Momett Doll Bell Location

A little beyond the second Mirror Spirit Challenge is a group of Giga Spikers orbiting a boat-shaped ledge with the sixth Momett Doll Bell and another Stray Kiton inside. Take the Stray Kiton from your ledge and fly up to the top of the boat-ledge and take the damage from the Giga Spiker collision. Its easier and





quicker than going around the long way. Pop the Momett Doll Bell bubble and take the second Stray Kiton. Fly back the way you came to the left walkway, take another "fresh" Stray Kiton and fly under the ledge to the right walkway.

MOVING JUMP'OLINES: 15 DREAM STONES

At the end of the Vision is a series of moving platforms with Big Jump'olines on them. The good thing about the moving platforms is that they're big enough to accommodate Klonoa and the Jump'oline. So, you don't necessarily need to be jumping on the Jump'olines the whole way. You just need to know where the Dream Stones are so you don't ride past them.



The first time through I would suggest that you bounce on the Jump'olines as much as possible so would can see where the Dream Stones in the air are located. But, once you know where they are, you can chill and ride on the platforms most of the way.

Big Jump'oline One: Three Dream Stones

The only Dream Stones between the point where you find the first Jump'oline and the tower with the **Heart** on it (where the first Jump'oline stops)

is close to the Giga Spiker's right side. So jump a couple times in the beginning and come down on the Dream Stones and then land on the platform and ride it to the tower.

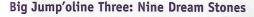




Big Jump'oline Two: Three Dream Stones

The only Dream Stones between the tower where the first Jump'oline stopped and the tower where the second Jump'oline stops are the three Dream Stones arranged at an angle in jumping distance from the first tower to the jump'oline. The trick to getting them all is to jump out to the right and hover and then drop to the highest stone and keep pressing right to fall through the las two Dream Stones. After picking them up, you still have time to control where you land; on the Jump'oline or on its platform. I

opt for platform. You can ride it all the way to the second tower without the Giga Spiker or anything getting in your way.



Jump from the second tower with the same tactic as you used on the first tower jump. It looks as if you need to hover between the two lines of







Dream Stones but you don't. Hover in the beginning of the jump as before. Ride the platform all the way to the Flamies and try to jump on the platform to shoot through the last three Dream Stones in front of the fire. If you can't make it, continue to bounce or the Jump'oline as it returns to its destination back to the left. Try to get the Dream Stones on your return fall back to the platform. That's it! This Vision is done when you walk down the walkway to the right of the Flamies.



The Forgotten Path ~Deliverance~





Overview

Congratulations. You've made it to the final Vision. If you're expecting the biggest, baddest, most difficult and longest Vision of them all now, you'll be genially surprised to find out that this is not the case and that your in for a world of fun! This is also the shortest level and there's not one Mirror Spirit Challenge to be seen in The Forgotten Path. Maybe that's why they call it that?!



It may not be the easiest level overall, but after what you've been through, it may seem like it. Klonoa, Lolo and Popka are at the gates of the Kingdom and now have to locate the King of Sorrow. Before Klonoa takes off on the Hover Board, he hears that voice crying for help one final time, "Help me..."

Vision Strategy

In comparison to the last few Visions, this one will seem like a walk in the park. There are difficult aspects to the Hover Board course, but the length of the Vision (being as short as it is) makes mastering those areas an easy task. The pathways are more narrow than past Hover Board courses and you can fall off the sides of the paths at most any point. Almost every one of the Large Dream Stones is placed in a tight turn near the edge of the course. There's a twisting tunnel similar to the Snow Dragon tunnel in the Mts. of Mira-Mira, but it's not nearly as hard to master.

There are no Mirror Spirit Challenges in this Vision, which gives you even less to practice. But, you do need to get every single Dream Stone in the Vision to reach the 150 Dream Stone total. This includes grabbing every one of the Flying Dream Stones. You only have one chance at both flocks of Flying Dream Stones (unless you die before activating the next Memory Clock). So, if you miss one, you have to play the whole level over. Run through the course a few times while grabbing any Momett Doll Bells you can and studying the positions of the Dream Stones that you miss. While practicing this course, you'll also be building up your Extra Lives count to use for the final Boss Battle.

TIP

Power Slide: The number one move for getting difficult to reach Large Dream Stones is the Power Slide. Turn sharply missing the Dream Stone with the front of the board but hitting it with the back of the Hover Board. This keeps you from steering off course and into the abyss.

Detailed Strategy

TO THE FIRST MEMORY CLOCK: 61 DREAM STONES





On the curvaceous pathway before going over a gap to the next, you'll begin by jumping the Flamie and power sliding into your first Large Dream Stone on the left edge of the pathway. This is quickly followed by a sharp turn to the right to get the next edge-sitting Large Dream Stone. It's par for the course, the rest of the Dream Stone collecting is similar to this. You must anticipate the turns and power slide into Dream Stones pretty much the whole way through. You should find a total of 61 Dream Stones before the first Memory Clock. Included in this total are the Flying Dream Stones.

1st Momett Doll Bell Location

When the dark blue pathway turns a shade of purple after a ramp-like jump you'll find the first Momett Doll Bell on the right edge of the course (surprise, surprise!) just beyond a Flamie. As soon as you glide through the **Momett Doll Bell**, cut hard to the left to hit the Wee Board Jump'oline.









Board Jump'olines: An offset pathway follows most of the Board Jump'olines in this Vision. Meaning that you need to push in the direction that the following pathway is in to reach it. You won't automatically be placed there.

TIP

Flying Dream Stones

Coming off the second Big Board Jump'oline and looking down at the path you'll land on, you'll see a small flock of something's beginning to fly in the direction you're headed. These critters are the Flying Dream Stones, like the ones you saw in Jungle Slider. This, and the next time you see a flock of these in this Vision, is the only time when you "need" to speed up. Push forward and get right behind the flock. Make sure not one gets by. You need to get everyone of them or you'll never hit the 150 Dream Stone total.





Flying Dream Stones: If you're having difficulty catching them, try boarding in a straight line instead of following their weaving pattern. Board on the left side of the course and let them run into you as you begin to pass them.

TIP

BETWEEN MEMORY CLOCKS ONE AND TWO: 38 DREAM STONES

2nd Momett Doll Bell Location

Just past the second Memory Clock is a Flying Moo hovering close enough to the pathway that you don't need to jump to grab him. Take him a little further down the path and use him to Double Jump up to the short upper pathway. Above, you'll discover a Large Dream Stone and the second **Momett Doll Bell.**





Mega Spiker Tunnel

Enter the first Fordon and you'll be shot to the Mega Spiker tunnel. This tunnel doesn't quite twist as much as the one in Mts. of Mira-Mira as it leads around all sides. Follow the cut path and collect the Large Dream Stones. The stones are conveniently placed in areas of the turns that you'd naturally take through the tunnel even if the Dream Stones weren't there at all. In other words, they're hard to get! As long as you look ahead and anticipate the next turn.





3rd Momett Doll Bell Location



When the tunnel color first turns from purple to a brownish yellow you can find the Momett Doll Bell smack dab in the middle of the pathway and easy to drive through. If you cut hard to the left after obtaining it, you can also claim a 1-UP Coin.

TIP

Jumping Back on Track: In the corkscrewing tunnel, things can get a little hairy in the turns. Try using the Jump and Hover maneuver while pulling back into the direction of the path if you get dangerously close to an edge!

4th Momett Doll Bell Location

Located in the Mega Spiker tunnel just beyond the third Momett Doll Bell is the fourth Momett Doll Bell. When the tunnel appears to be less of a tunnel and more like a corkscrew pathway, you'll find the Momett Doll Bell in an oddly sharp corner of pathway with no walls to the side or above and just beyond a Mega Spiker.





At the end of the tunnel are three Mega Spikers who seem to be blocking the exit. Just before that, there's a sharp turn with a Large Dream Stone on it. Use the jump and hover tip to recover from the power slide into the last Dream Stone in the tunnel if things get dangerously close to the edge. After running through the stone, turn hard to the left to scoot by the Mega Spikers leaving them on your left side. Just out of the tunnel is the next Memory Clock.



BETWEEN MEMORY CLOCKS TWO AND THREE: TWO 1-UP COINS

There are no Dream Stones between Memory Clocks two and three. All there is is a nasty, very narrow, winding pathway. As long as you try to stay in the center of the path you should be okay. Move at a moderate speed and make many small steering adjustments in the turns to get through them safely. Thankfully, they're wide turns. Just beyond the narrow path is the next Memory Clock.



BETWEEN MEMORY CLOCKS THREE AND FOUR: 20 DREAM STONES

5th Momett Doll Bell Location

As you board through the third Memory Clock, hit the following Wee Board Jump'olines on the right side so you land on the following pathway on the right edge to scoot by the Giga Spiker placing it on your left. Now it's a straight shot to the fifth Momett Doll Bell and this makes it easier to cut to the left afterward to jump to the Large Dream Stone on the left side of the next pathway.





The jump just before the fourth Memory Clock is the toughest. The jump is easy and so is missing the next Dream Stone. Make sure to slow down as much as you can as you hit the Wee Board Jump'oline and then hover and continue to pull to the right, in the direction of the Large Dream Stone. Power slide into it as you cut hard to the left to straighten out for the Memory Clock and the next Board Jump'oline.







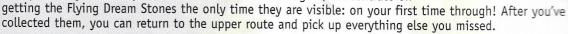
MEMORY CLOCK FOUR TO THE END: 31 DREAM STONES

Alternate Route

Just past the fourth and last Memory Clock you'll reach the widest pathway in the Vision. You'll see a row of five Flamies, a ramp behind that and to the left, and to the right in the distance is a single Large Dream Stone. I know the Dream Stone looks mouth-watering but you need to glide between the leftmost Flamies and up the ramp on the left. This is where the alternate route begins.



You can repeat this alternate route until you're blue in the face, but you can't retry to catch the Flying Dream Stones along the route once they're gone (unless you die or kill yourself, which will put you back at the last Memory Clock). Since you can repeat the route over and over again, concentrate on getting the Flying Dream Stones the only time they are visible; on your first time



The Flying Dream Stone chase begins after being shot through the Fordon and landing on the distant pathway. Use similar tactics as you did while chasing

the last flock of Dream Stones. Speed up and maintain a straight line while they waiver and you won't only catch them, but also pass them! Board on the left side of the pathway and you'll be able to pick up most of them before you reach the Giga Spiker. The Large Dream Stone will run into you just around the Giga Spiker location. Use the Wind Bullet the whole time while chasing them to double your chances of nabbing them.



6th Momett Doll Bell Location





On the last section of the alternate route, use the first single Board Jump'oline to jump in the air to reach the high altitude Momett Doll Bell. You must hit the Jump'oline and pull to the right to reach it and use the Wind Bullet just in case your board doesn't quite reach. Use the same tactics to reach the following Large Dream Stone, which is in a similar position as the Momett Doll Bell. That's it...the final Momett Doll Bell!

The Fordon at the end of the alternate route will place you at the beginning of the wide path and Flamies. Head back up the ramp to the Fordon and begin the alternate route again to pick up the line of Dream Stones to the right of the Spiker and whatever was left behind from your first run through. When you return to the Flamie path with everything collected from the alternate route, head for the single Large Dream Stone on the right side of the path and continue down the narrow pathway collecting the last Large Dream Stone and catching a ride using the last Fordon.









BOSS BATTLE THIS EXPENSE THE SORE OF THE STATE OF THE S



Terminus of Tears



Difficulty



The King of Sorrow battle is fought in two different locations. There are two different incantations of the Boss to go with the two different environments. In the first phase, the Boss is a simple shell comparable to a thought pushed in the back of your mind. The second phase is the sphere that is released from the shell representing the pain of repressed sorrow.

Klonoa, Lolo and Popka stand before the King of Sorrow in his own lair, the Terminus of Tears. And named rightly so, this last stop will unravel any questions of who and where Baguji the Wise is, where the Fifth Kingdom



came from, whose voice was calling Klonoa in his dreams, the origin of the title (Lunatea's Veil) and the motivation behind the dejected King of Sorrow.









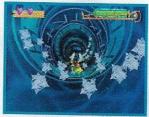
KING OF SORROW PHASE 1: SHELL

The first phase of the battle is fought in a tunnel similar to that of the Snow Dragon in the Mountains of Mira-Mira. You can glide slower and faster and climb the walls to twist the tunnel upside-down. The Boss is in an egglike Shell that you must break open using the Nemo Moos that are placed in the crystal paths thrown there by the Boss himself.





You can either navigate the paths found inside the cluster of white crystals or you can simply jump over the boundaries of the crystal paths to get to the Nemo Moos. Grab a Nemo Moo with the Wind Bullet and toss it forward at the Boss. Six successful hits and the Shell will break, releasing the Sphere inside. The trickiest part of this is hitting the Boss as he's constantly on the move. Anticipate his movements and distance from you and fire the Nemo Moo at the area he is about to enter.





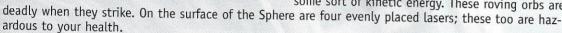
KING OF SORROW PHASE 2: SPHERE





Leorina comes to the rescue and returns to Klonoa the four Elements she stole. Now with all the powers of the Elements Klonoa is prepared to battle the second incarnation of the Boss.

The King of Sorrow encases himself inside the Sphere, which is set in the center of the room in the large crater. The Sphere is equipped with two roving orbs that are attached to the Sphere with some sort of kinetic energy. These roving orbs are









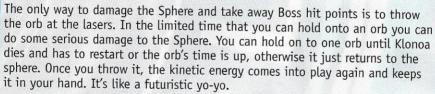
There are two phases of the Sphere, orange and blue, but there are no differences in behavior or battle tactics.

To beat the Boss, avoid being hit by either the roving orbs or the lasers. To attack the Boss and cause him harm, you must use your Wind Bullet to shoot the orbs as they approach you. This will stun them temporarily, just enough time for you to jump over the downed orb and get to its round, white underside. Use the Wind Bullet on the orbs underside to grab hold of it.

Klonoa can use the captured orb to shield himself from lasers. Klonoa is always vulnerable to the lasers though.



While holding the orb, you're still vulnerable to the second roving orb. Make sure to jump over it as it attacks or shoot the held orb at it to knock it in the opposite direction.



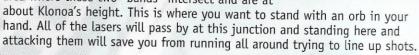


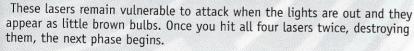


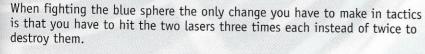


If you notice the two graphic bands of hieroglyphics that wrap around the Sphere, you'll also notice that the four lasers are placed in these intersecting bands. Walk around the Sphere and find the area where these two "bands" intersect and are at

hand. All of the lasers will pass by at this junction and standing here and











AFTERMATH





After the battle is won, the King of Sorrow asks Klonoa for help...reluctant at first, but always thinking of others' well being, Klonoa collects the Element of Sorrow as he rings the Bell above their heads and welcomes Sorrow into this world.

THE END

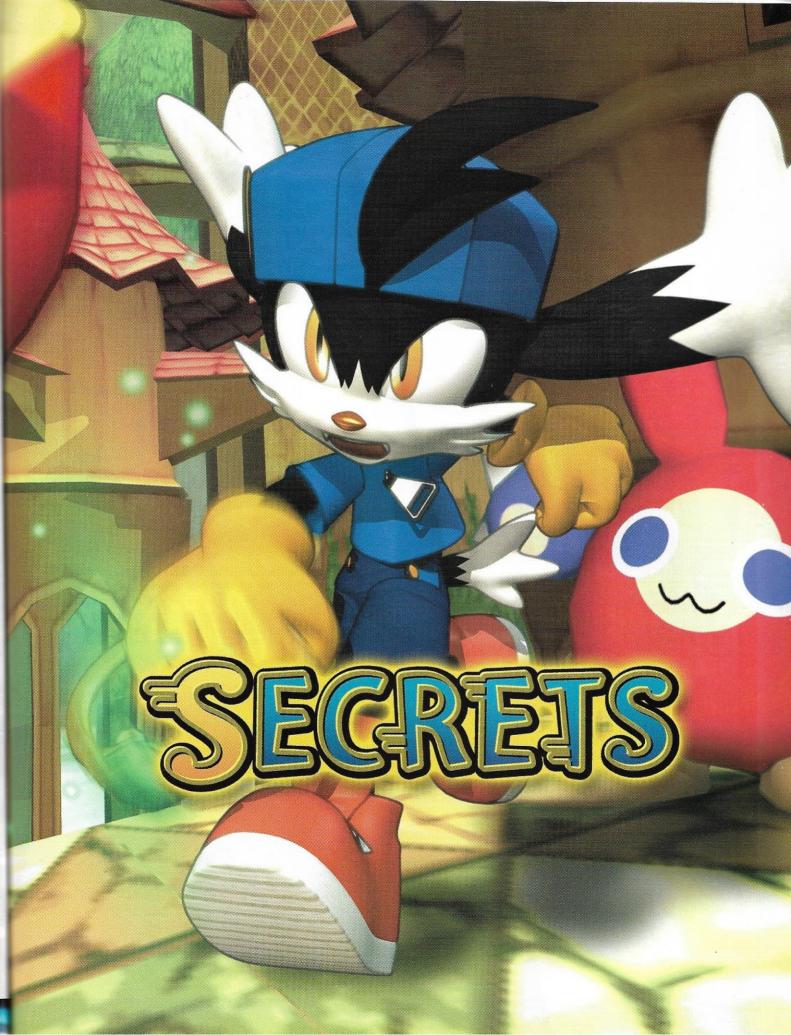
You've saved the world of Lunatea and the Veil over their eyes has been lifted! What's to become of Klonoa and his friends? Will he leave this world and continue in adventures with Lolo, Popka, Leorina and Tat? Or will Klonoa have to return home? I guess you'll have to see the end for yourself won't you? Make sure to sit through the credits to see the last smidgen of the ending; the answer to the biggest question is revealed there.





Now What?!

Hey! There are two more Visions that you haven't even seen yet. When you return to the Momett House and return the Momett Dolls to Momett the Showman, he'll show you two more levels that can be played as a time attack and/or collecting 150 Dream Stones in each. Read on for a complete walkthrough of these two Visions and then check out the same Secrets section to see exactly what unlocks what!



VISION 17 EFFANBER-BER-BUNE

Chamber o' Fun ~Klonoa's Whirlwind Challenge~



Vision Strategy

The key to beating both the time attack and the Dream Stone collection is to do them separately. Try the time attack first by whipping through it and not going out of your way to collect Dream Stones. There's a lot of time to be saved by not going out of your way to find Dream Stones!

When you're on the hunt for Dream Stones, don't worry about the timer ticking away at all! You have unlimited lives, which makes collecting Dream Stones in this special Vision even easier than the normal Visions!

Difficulty



Overview





When you collect eight Momett Dolls and return to the Momett House, Momett the Showman will present you with this special gift—the Chamber o' Fun. When you return to the World Map, a trail will appear to the right of Momett House. Follow it, this is the trail to the Chamber o' Fun.

The Chamber o' Fun has two different challenges, time attack and Dream Stone collection. There are no Momett Doll Bells to collect and you have unlimited lives! A Silver Momett Statue will show up on your shelf once you complete this Vision.

NOTE

Dream Stone Counter: The Dream Stone counter in the top right corner of the in-game Screen is correct. No matter how many stones you had coming into this Vision, the count will be zeroed when you begin. So you can compare how many you have and how many we have at each point in the walkthrough.

Dream Stone Strategy

GETTING THE FIRST LARGE DREAM STONE

Total Count Afterward: 5 Dream Stones

Right off the bat, you're faced with three ascending Goomis and a Large Dream Stone way in the air above the highest Goomi. You're probably assuming that you need Popka's help with this one. Well your wrong and if you used Popka you would never be able to unlock Hurdy-Gurdy.

It's possible for Klonoa to reach this Dream Stone on his own.





Fact: The higher up on a Goomi you grab the further you can jump from it. The higher you grab onto the Goomi the less counter motion occurs. This allows you to jump from a slightly higher altitude when there's less bounce.

TIP



Gaining momentum from the first two Goomis has nothing to do with it. You can be totally still on the second Goomi and pull this off. As soon as you grab the topmost area where the wings come out, jump up in the air and grab the Large Dream Stone.

CROSSING MULTIPLE HORIZONTAL WHIRLWINDS

Total Count Afterward: 13 Dream Stones

There are a few instances where this occurs. You have a horizontal row of Whirlwinds. Simply jump into the first and keep the Directional Buttons or Left Analog Stick pressed in the direction of the flow. If you let up, you'll surely fall between.



ERBIL & THE FLYING MOOS





Total Count Afterward: 43 Dream Stones

After grabbing the Erbil, jump as high as you can toward the first Flying Moo above, and then activate the Erbil! When zipping by the first Flying Moo, try to grab him on your way up and as high on his head as you can. Grab the Moo and then Double Jump up to the second Flying Moo and grab him as high on his head as possible. Double Jump from the last Flying Moo to the three Large Dream Stones.

Once you have those three Stones, there are three more you need to get at the end of the series of Jump'olines up on the right ledge. Use the Erbil to grab the lowest Flying Moo once more but don't Double Jump with the Moo. As soon as you have the Flying Moo, push Klonoa to the right to land on the ledge with the Jump'oline. Jump from Jump'oline to Jump'oline to the top of the scaffold. Use the Flying Moo in paur hands to Double Jump through the them.







your hands to Double Jump through the three Large Dream Stones.

Mirror Spirit Challenge

Challenge Goal: 10 Dream Stones

Total Count Afterward: 53 Dream Stones

Above the pool of water is a Purje circling around five Dream Stones. On the platform with you are a Kiton and a Mirror Spirit. Pop the Mirror Spirit bubble and grab the Kiton and begin propelling yourself towards the Dream Stones. It's best to fly into the bottom right and bottom Dream Stones at the same time and continue the angle upward grabbing the top and the top left Stones afterward. Turn back and get the last one on your way back to the original platform.





If you spend more time than you want to up in the air than you like, it's best to try to reach the lower ledge in case the Kiton gives out. It's easier to make it to the lower platform than the higher one the left. Take a fresh Kiton and cruise to the left platform with plenty of time to spare. The Purje won't hurt you if you him, he'll only slow you down and block you from getting the Dream Stones.

THE GOOMI, SPIKER AND TETON

Total Count Afterward: 58 Dream Stones







Just through the door from the Mirror Spin Challenge are a Goomi, Spiker and a Teton a couple of small pools. Grab the Teton and above the Goomi; when it drops you, shoot Goomi and hold on until the Teton regenera Jump over the Spiker and grab the Teton as The force of the jump will pull the Teton do allowing you to pull to the left and take th Large Dream Stone from below the Spiker and safely make it to the left ledge in time before the Teton gives out again.

The Higher the Better: If you jump on top of the Teton and grab him at the same time, you'll take dama However, you also get the best height from the Teton. The recoil caused from the collision causes you to more air.

Okay, the Lower the Better: The Teton will dive lower if you grab it as low as possible when leaping from the Goomi. This is good when you want to dip down to grab the low Dream Stone.

Armored Moo March: The Armored Moos that come marching up the gradient beyond the pools don't need to be eliminated in either of the challenges, Time Attack or Dream Stone Collecting. Just take the Flying Moo and jump in-between the Armored Moos to get to the Jump'olines to the left. Use the Flying Moo for a Double Jump.



DOOR SWITCHES

Total Count Afterward: 76 Dream Stones

Jump from the last Jump'oline in the ascending row and face the Flying Moos to the above right. Grab each one of them and Double Jump from one to the next to get to the top platform. Don't worry about the Large Dream Stone in the top left corner of the scaffold yet.





Use the Moo to Double Jump to the right Switch ledge and take the Kiton. Fly over the left Switch and Kiton to the top Switch. While flying above

the lower left Switch, throw the Kiton at the top Switch and grab the low Kiton. Throw it at the lower right Switch. While that's in flight, quickly shoot the lower left Switch that you're standing next to. This will open to door to the left when done correctly.



Fun through the short hallway and grab all the Dream Stones inside and down through the chute. Jump down to the same Jump'oline you used to get to the Flying Moos and repeat the same procedure you used to get to the Switches, only Double Jump from the last Flying Moo to the top left corner of the scaffold to get the Large Dream Stone. Drop to the platform below and head through the door.





EXCITE BOOMIES & WHIRLWINDS

Total Count Afterward: 132 Dream Stones







Use the Excite Boomies to annihilate the Boomie Rock and reach the eight Dream Stones above their ledge. At the large Whirlwind pool, hop into the first Whirlwind and use the Whirlwind tip from earlier in this Vision. Each time the Whirlwinds change direction make sure to change directions along with them on the Directional Buttons or Left Analog Stick. If you

mess up and miss some of the Dream Stones that guide the way, continue bouncing on one of the Whirlwinds and drop to a lower one or try using the Erbil at the end of the line to get you where you need to be. A flawless run will get you all the Dream Stones and the last Whirlwind will push you onto the ledge with the second Erbil.

Use the Erbil to shoot through the vertical line of Dream Stones to the top of the ledge with the Spiker. Jump over the Spiker to the Flying Moo and onto the next ledge. From there, grab and Double Jump up the ascending row of Flying Moos and lastly, reach the right ledge using the Erbil.





Missing 10?

140 Dream Stones Total?: If you're missing ten Dream Stones, they're probably here.







Turn and face the Erbil and use him to soar up in the air above the row of Flying Moos and latch onto the Goomi. Jump from the Goomi to either Large Dream Stone and down to the Goomi, and then repeat to get both. Drop back down to the higher ledge to the right of the Flying Moos and grab another Erbil from the edge and shoot through the Boxes into the Whirlwind and enter the next room.

ERBIL, THE UNUSUAL SUSPECT

Total Count Afterward: 150 Dream Stones

The last challenge is the easiest. Pop the Memory Clock and use the Erbil to rocket up to the left ledge where you'll find a few Dream Stones and a Moo. Use the Moo to Double Jump to the next Erbil and then rocket to the next edge and so on and so on until you reach the top ledge. Make sure to get the last five Dream







Stones above the Jump'oline. The minute you collect the 150th Dream Stone the icon in the top right corner turns into a Large Dream Stone and a little chime is heard. The next exit is to the roof of the Chamber o' Fun. Here you can view your time results.

VISION 18

CHAMBER ORRORS

Chamber o' Horrors ~Klonoa's Hurricane Challenge~



Vision Strategy

The key to beating both the time attack and the Dream Stone collection is to do them separately. Try to get all the Dream Stones first and then run through it for the best time. By the time you get all the Dream Stones you will know this Chamber o' Horrors like the back of you large floppy ears.

When you're on the hunt for Dream Stones, don't worry about the timer. You have unlimited lives, which makes collecting Dream Stones even easier than the other Visions.

Difficulty



Overview

When you collect 16 Momett Dolls and return to Momett House, Momett the Showman will present you with this special gift, The Chamber o' Horrors. When you return to the World Map, a trail will appear to the left of Momett House.



Like the Chamber o' Fun, the Chamber o' Horrors has two different challenges, time attack and Dream Stone collection. There are no Momett Doll Bells to collect and you have unlimited lives! A Gold Momett Statue will appear on your shelf once you complete this Vision.

NOTE

Dream Stone Counter: The Dream Stone counter in the top right corner of the in-game Screen is correct. No matter how many stones you had coming into this Vision, the count will be zeroed when you begin. Keep track of how many you have and how many we have at each point in the walkthrough.

NOTE

Popka: If you use Popka to reach any Dream Stones, the Bonus Track in Hurdy-Gurdy will not be unlocked upon completion.

Dream Stone Strategy

ROOM ONE: GRAVEYARD

Total Count Afterward: Nine Dream Stones

If you think the first room is tough, wait until you get to the next one. One of the toughest areas of the first room is jumping from the Goomi to the Teton to get the three Dream Stones above. Just remember, the higher you grab a Teton the higher you'll go. Dropping back onto the Goomi when you've tried or succeeded in getting the Dream Stones is a good idea. From there you can grab the Teton to reach the wooden platform to the right.







The other hard area of the first room involves the last two Flying Moos over three Dream Stones each. You have to grab the Flying Moos and allow yourself to drop on the stack of Dream Stones before Double Jumping away.

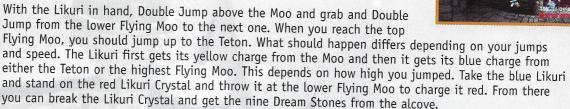
ROOM TWO: LIKURI DUNGEON

Total Count Afterward: 24 Dream Stones

There are two things you need to do with a charged Likuri: blow up the Likuri Crystal and get a charged Likuri to the top of the right ledge to Double Jump through the high Dream Stones. A third jump is needed to get the Dream Stones above the Teton, but you don't need a charged Likuri for that.

Likuri Crystal













Teton Dream Stones

By the time you've figured out how to destroy the Likuri Crystal, you've probably become quite an acrobat. The key to getting the Dream Stones above the Teton is grabbing the Teton high enough. This means you'll need to carry the first Flying Moo over to the higher Flying Moo in the air. Then, Double Jump and grab the second Flying Moo on your way up to the apex of your jump and do a similar move on the Teton from the second Moo. Grab on your way up! You don't need the Likuri for this maneuver, but you can Double Jump from the Likuri after the Likuri has collided with Teton to reach the top Dream Stone.



The Upper Ledge Dream Stones

With the Likuri in hand, Double Jump from the Moo to the right Flying Moo. Snag the left Flying Moo and on to the Teton. When you have the Teton, fly to the right and get the yellow Likuri; now, Double Jump over the right Flying Moo that has regenerated. From this Double Jump, push yourself to the top of the ledge. The Likuri will collide with the right Flying Moo and the will rally with you on the top ledge. Use the charged Likuri to Double Jump through the three Dream Stones near the door.









ROOM THREE: BOOMIES AND FOLBIES

Total Count Afterward: 43 Dream Stones

After jumping from Flying Moos to Goomis to Flying Moos again, you'll reach a small ledge with an ascending line of Flying Moos above a pool. Jump from Moo to Moo by grabbing each consecutive Flying Moo before you reach the height max of each jump. This way you get more air off of each Moo. You'll soon get used to the Shoot-Jump-Shoot-Jump move. From the last







and highest Flying Moo, jump to the Goomi—not the ledge with the Boomies! This way you have a chance of gliding right through the string of lower Dream Stones on your way. From the Goomi, jump to the next and higher Goomi. From this last Goomi, jump to the right side of the ledge that the Boomies are on. There's a clearing just big enough for you that they do enter. If you missed any stones, use a Boomie to Double Jump to the closest Goomi again then drop down to the next if the where you missed some Dream Stones.

Take a Boomie and Double Jump over the pool to the right and access the higher ledge where you'll find two Folbies. Use on downed Folby to Double Jump to the other and then Double Jump through the stack of Dream Stones. Use the same trick to reach the last ledge and exit.

TIP

Folby Awareness: Notice that the Folbies pause for a moment when they reenter the air from a dive. This is a great time to Double Jump to the Folby and grab him!



ROOM FOUR: UPPER & LOWER ABYSS

Total Count Afterward: 85 Dream Stones

Lower Abyss

NOTE

Multiple Solutions: There are many different ways to solve the puzzle of charging the Likuri to red. You'll probably visualize a few other options as you replay and replay this area over and over. I can't even tell you how many Klonoa's went swimming in that purple pool beneath the Flying Moos until I even had a clue of how to get the first charged Likuri to the Fan Grass. As a result, this is the easiest and shortest version to explain.



In almost every room so far, using the "come up and under the Flying Moo" grab trick was key to solving the problem in the area. The same goes for this challenge.

From the Goomi, jump up and grab the first and higher Flying Moo. Drop in front of, and at the same level as, the second and lower Flying Moo. Double Jump and shoot the second Flying Moo







(this is a super quick move). Hold off on your second Double Jump until you're face to face with the Likuri. Then jump from t second Flying Moo and grab the Likuri with the same speed.







This'll give you incredible amounts of momen as you carry the Likuri in the air and directly over the third, lower Flying Moo. It's here the you quickly Double Jump before hitting the Flying Moo to charge the Likuri to yellow. We the Likuri is killing the Flying Moo, you're grabing onto the fifth Flying Moo and Double Jumping to the last Flying Moo. Sometimes

can get the second (blue) charge from the last Flying Moo, but if you don't, don't sweat it.

From the last Flying Moo, Double Jump to the Fan Grass and, as you ride up, the charged Likuri will follow. Just saying that you have one charge now (yellow) you can jump from the top of the high dive (between the edge of the high dive and the Whirlwind) with the Likuri in hand and then Double Jump above the last Flying Moo to get the second charge (blue). To get the third







and last charge, walk off the left edge of the Fan Grass and allow yourself to drop; then, near the water, pull yourself back into the Fan Grass to line up your shot. You'll be throwing the Likuri at the second from last Flying Moo in the line. Once you have a direct hit and a red Likuri, you can break the Likuri Crystal above and begin the Mirror Spirit Challenge. Don't worry, it's an easy one...thank Baguji the Wise!

Mirror Spirit Challenge

Challenge Goal: 36 Dream Stones

Simply pop the Mirror Spirit bubble and Double Jump from the first Erbil, up through the Dream Stones, to the next Erbil. Grab and Double Jump from the second Erbil through the rest of the Dream Stones...maybe that was the easiest Mirror Spirit Challenge of them all?!





Upper Abyss

Head back out onto the high dive and jump into the Whirlwind while continuing to press left. Enter the next two Whirlwinds and you'll be rocketed to a Goomi, which you must quickly grab. As you ride the Goomi down beside the row of Spikers you'll see the gap that appears in their row. Allow the Goomi to become parallel with the first Spiker of the lower row before you jump up through the gap to get the Dream Stones and fall controllably on the other side.







As you fall, be prepared to grab a Flying Moo just as the row of Dream Stones end. Grab and Double Jump to the second Flying Moo and Double Jump to the ledge. The good news is that if you miss, you can push to the left and wind up back on the original platform near the entrance. The bad news is that the next Memory Clock is in the next room you missed.

ROOM FIVE: OW-GOW DEN

Total Count Afterward: 94 Dream Stones





Take the Flying Moo from the doorway and Double Jump to the Likuri; grab it and Double Jump to the top Flying Moo. Jump to the ledge before the Ow-Gow den. There's no Likuri Crystal here and you don't need to feed the Ow-Gow. Ride the moving Goomis up and over the Ow-Gow and jump down to the ledge with the second Memory Clock (in this room).

At the ascending row of Flying Moos, you'll need to use the one Likuri in the mix for a red Likuri Crystal all the way on the left side of the room. Here's how to make it happen.

Use the same "come up and under grab and Double Jump" maneuver to access the Goomi above the Likuri. Jump to the top of the ledge ahead and throw the









Moo across the gap at the Armored Moo (Silver) to break his armor. Jump back down to the Goomi and jump over the second and highest Flying Moo while turning in the air to face the Likuri. All in the same move: grab the Likuri and Double Jump back to the Goomi so that the Likuri collides with one of the two Flying Moos below (usually the lowest is the one to get hit). While the Likuri's off absorbing energy, jump from the Goomi back to the top of the ledge and jump over the Moo. Throw the Likuri back at the Moo you just leaped over and jump up and grab the Flying Moo that's hovering over the gap. Double Jump from him over the fused to be Armored Moo" and take a break for a second while holding the blue Likuri.

Likuri time to do his thing (but don't catch it yet), jump from the ledge over the gap to the first Flying Moo. Grab and Double Jump in the air. By now the Likuri should be returning to your hands. When it does, and you're about a body's length above the second Flying Moo, throw the red Likuri to the left. If you're at the right height, it'll hit the red Likuri Crystal in the left wall. As soon as you let it fly, grab the second Flying Moo over the gap and Double Jump to the left ledge with the Tetons.

Take the lowest Teton and fly under the row of Tetons to access the nook where the Likuri Crystal used to be. Inside the nook are nine Dream Stones. Head back to the edge of the nook and jump out and grab the highest Teton to be lifted to the ledge above. There's the door...use it!









ROOM SIX: THE PATIO

otal Count Afterward: 103 Dream Stones

Take the Likuri and Double Jump over the Moo to the very top of the first Goomi. As the Likuri is charging, jump immediately to the top Goomi (skipping the middle one). From there, jump to the ledge on the left. The charged Likuri enters your hands after letting go of the top Goomi.

Use the Moo on the ledge (it appears after you jump to the ledge) to charge the Likuri to blue. Throw the Likuri at the lower Flying Moo across the room to the right. Jump down to the red Likuri Crystal and break it open. Use the Likuri once more to Double Jump over the same Moo to charge it to yellow. As the Likuri eats the Moo, you should be heading under the ledge and into the small nook. When the yellow Likuri returns, Double Jump up to the Flying Moo in the nook and use him to Double Jump into the nine Dream Stones. Head back up to the ledge above and use the Moo to Double Jump to the Flying Moos and finally to the right upper ledge and out the door.









ROOM SEVEN: HALL OF GIANTS

lotal Count Afterward: 150 Dream Stones

Jump from Flying Moo to Flying Moo to the ledge with the Giant Moo. Jump off the ledge but not very far, to the Likuri. Grab it, turn around and fall back to the same ledge with the Giant Moo without using a Double Jump. If you do use a Double Jump you lose the Likuri. Throw the Likuri at the Giant Moo and charge the Moo to yellow. Take the nine Dream Stones from the abducted Moo.



Jump as high as you can from the middle of the ledge facing the entrance—without using a Double Jump—and throw the yellow Likuri. As it hunts down the first Flying Moo, you should be jumping from Flying Moo to Flying Moo on the right side of the ledge. The blue charged Likuri will catch up with you as you're almost about to grab the last and highest Flying Moo







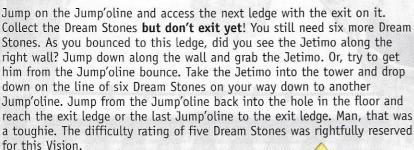
above the ledge with the Giant Spindle. Use the blue Likuri to Double Jump onto the last Flying Moo while pushing Klonoa to the left over the Giant Spindle. You may take damage if the Likuri doesn't return in time, but when it does, Double Jump over the Spindle and collect the Dream Stone when he bites it.





Use a Flying Moo to jump to the Teton, which will carry you to the next ledge with the Armored Moo (Silver). Before the Teton disappears, throw it at the Moo's armor. When you see Moo, stun him and use him to reach the Memory Clock above. Use the Flying Moo on the left side of the stunned Moo to pop him and collect the nine Dream Stones.

Jump to the Goomi and then from Flying Moo to Flying Moo until you come to the last Flying Moo around the Goomi. Jump from that Flying Moo to the Erbil to the right and quickly Double Jump with Erbil to make him zap! As you shoot towards the next flock of Flying Moos, grab the first one (don't try to skip Moos) and do the "come up from under grab and Double Jump" maneuver until you reach the second Erbil. Use this Erbil to shoot up at an angle to collect the string of Dream Stones before you reach the ledge and the Jump'oline.

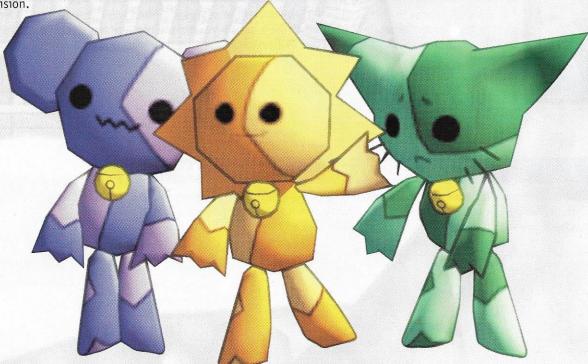














Popka Jump

When finding an area with a difficult jump, you can always use good ole Popka for an extra boost. Simply plug in the second controller, press the START Button and get ready to fly. Press the Square Button on the second controller to have Popka launch you into the air. Helping you reach new heights is exhausting and will stun Popka for a few seconds. Be aware of this if you plan on using this often.

Using Popka to finish the two secret areas will deny you the cool unlockable extras. Feel free to use Popka for practice on levels, but not if you're planning on opening everything up.

What Unlocks What?

MOMETT HOUSE

Klonoa meets Momett the Showman after the first few Visions. At that time, all that Momett the Showman has to offer is the option to replay versions of any Bosses that Klonoa has beaten. These versions of the Bosses that Momett the Showman has recreated are Time Attack Battles and are primarily used to see if you can beat the current best time. Nothing is unlocked by beating these times in the House of Horrors.





MOMETT HOUSE: SCRAPBOOK MASTERPIECES

There are 19 spaces in the Scrapbook to fill and these spaces are filled with pictures earned from collecting 150 Dream Stones in each Vision. There are 18 Visions to complete but when you have collected 150 Dream Stones in all 18 Visions, the 19th space fills with a nice picture of the entire cast of Klonoa 2 Lunatea's Veil.

MOMETT HOUSE: HURDY-GURDY (MUSIC PLAYER)

Clear the Chamber o' Fun without using Popka and you'll unlock the last option in Momett House, "Hurdy-Gurdy." Hurdy-Gurdy is a music player that plays all the themes and songs from Lunatea's Veil. If you need help, check out the Chamber o' Fun walkthrough in this section of the guide.



HURDY-GURDY: LIMITED EDITION RECORD

Clear Momett's Super Extreme Challenge by acing the Chamber o' Horrors time attack under 4:30 minutes and you'll unlock the other half of the music tracks in Hurdy-Gurdy. 54 in all! Good Luck! Check out the Chamber o' Horrors walkthrough in this section of the guide for hints.



CHAMBER O' FUN



After returning eight Momett Dolls to Momett the Showman, he'll show you the path to the Chamber o' Fun. The Chamber o' Fun is a time attack and Dream Stone collecting Vision. There are no Momett Doll Bells to be collected or any Momett Dolls to be won from this Vision. However, clearing this Vision with 150 Dream Stones will unlock a picture in the Scrapbook and a good score on the clock will unlock Hurdy-Gurdy.

CHAMBER O' HORRORS

After returning 16 Momett Dolls to Momett the Showman, he'll show you the path to the Chamber o' Horrors. The Chamber o' Horrors is the hardest Vision in the game and is a Time Attack and Dream Stone collecting Vision. Again, there are no Momett Doll Bells to be collected or any Momett Dolls to be won from this Vision. Clearing this Vision with 150 Dream Stones will unlock a picture in the Scrapbook and a good score on the clock will unlock more songs in Hurdy-Gurdy. 54 Songs total! You thought there



